

## THE MASTER KEY OF DESTINY.

### PREFACE

This little book should be worth its weight in gold to every man and woman, young or old, desiring to make the most of their life and opportunities.

It tells you how to accurately plan your life, when you will experience prosperity or adversity and enables you to measure the exact duration of each period of gain or loss.

It tells you when to seek favors from others, when to avoid entering into new enterprises or investments, how and when to select associates, friends or employees and the best time for accomplishing your every purpose.

No matter how skeptical you may be, an honest application of the rules and principles contained herein will prove the value of the given rules and satisfy you of the genuineness and value of these Master Keys of Destiny.

There is nothing uncanny about these principles contained herein. They are based upon the Secret Teachings of the Ancient Egyptians, Chaldeans, Babylonians, Hebrews, Persians, Hindus and Chinese who have used them for centuries.

As stated in our Bible, these ancient peoples believed that God placed the sun and stars in the heavens, as signs and symbols for man and centuries of observation on the part of thousands upon thousands have proven the truth of their assertions.

Man is not ruled by stars. Instead of being victims of Fate, we are all Wards of God. Therefore, the study of HIS Laws and an understanding of the celestial symbols by which they are interpreted will free all initiates from mistakes and errors to their consequent profit and happiness.

"Morely," in summing up the life of Napoleon, said he was no genius but that his greatness lay in his freedom from the mistakes of ordinary man. Practice these keys. Master their principles. No matter what your station in life may be, you will find them an invaluable aid in the conducting of your everyday affairs and in the solving of perplexing problems.

THE AUTHOR.

## THE MASTER KEY OF DESTINY.

### CHAPTER ONE.

As we turn the pages of the sacred history and records of the various races of mankind, we find statement after statement that there were in past times wise men who were able to prophesy or forecast events that were to happen in the years and centuries to come.

Among the outstanding predictions made by the Prophets and Magi of old may be mentioned the Prophecies of Daniel and those contained in our Bible, as well as the predictions that were made concerning the birth of our own Jesus, and Buddha the great Asiatic teacher. Then, we have the celebrated prophecies found in that ancient Indian classic, the Vishnu Purana, concerning the conditions of society, family life and the religious attitude of the world in general during the Kala Yuga or Iron Age of today.

Coming down to the 13th century we have the forecasts of Thomas Lermouth who foretold among other events the Union of the kingdoms of England and Scotland and nearly three hundred years before the event occurred. We also find in the works of Michael Nostradamus, the famous celebrated French prophet, published in 1672, the predictions of the French Revolution, as well as that of the birth, career and downfall of Napoleon, and coming down to date, we have the remarkable predictions made August 1st, 1919, by Gorn Old, the English Astrologer, regarding the course and outcome of the War with Germany even down to the exile of Kaiser Wilhelm.

In fact, as we go through these ancient records, we find prediction after prediction which has been fulfilled, to say nothing of that, greatest of all prophetic monuments, the Great Pyramid of Egypt, through whose sacred measurements the ancients not only preserved their astronomical knowledge but forecasted and timed every great historical upheaval that has occurred during the past two thousand years.

Who were these men? How were they able to make these wonderful forecasts? A half century ago we knew virtually nothing about either them or their methods. Today, however, thanks to the researches of Taylor, Piazzi Smith, Wilson, Dupuis, Wallace Budge, Geoffrey Higgins, Massey, Alfred J. Pearce, Siammonite,

Ramesey, Brennan, Hazelrigg, Gorn Old and a host of equally earnest research workers, we are able through them not only to reproduce but to apply their methods to the solution of the problems of everyday life.

Now, I am going to acquaint you with the first of the Secrets contained in this little book. The wise men of the past took seriously the statements made in our own Bible and the sacred books of other peoples, that God placed the sun and stars in the heavens as signs and symbols for man. Believing these statements to be true, they observed and recorded the movements of the sun, stars and planets with relation to earthly affairs and events, and found that their return to similar positions in the Heavens coincided with events of like nature on Earth and in the individual experience of mankind. This ancient study of the heavens and great bodies of space has come down to us as the Science of the Stars or Astrology.

This grand old Science is, however, very different from the so-called astrology that we are all so familiar with through the 'catch penny pamphlets and birthday books' published by Astrological 'promoters, fortune tellers and amateurs of the present day. It was the grand old science which was developed and perfected by the Prophets, Magi and Priests of Egypt, Babylon, Chaldea, India and China, who centuries ago taught that God, the Creator and Preserver of all used the stars first as instruments with which to blend, preserve and radiate those great electro-magnetic or cosmic forces which supply us with light, heat and other life-giving elements, and second, as signs and symbols which when properly read make clear the nature of coming events.

In other words, it is by means of this Science that we are able to observe how He preserves and directs all life manifestations, the means by which He injects into the lives and environments of each of us the exact amount of stimulus, inspiration and experience that is required to develop and bring out all that is best in each human soul so that when in His infinite wisdom we are called to take up the great work He has destined us to perform, we will be perfect instruments for His purpose.

This is the real Science of Astrology and so accurate, clear and true were the forecasts of our early forefathers than man soon came to accept their science as the most sacred and worthy of all.

When we realize that it affords the only material means by which we can prove the reality of God's existence, that it is the only science by which we can demonstrate His continued interest in and direction of our lives even in their minutest details, that it is the only avenue by which we can observe His laws and analyse our characters, abilities and com: to understand the meaning of the contingencies and life experiences with which we find ourselves surrounded through periods of sunshine and rain, we begin to get some idea of what Astrology really means and can appreciate how it is entitled to a definite place in our busy everyday lives. The Ancients were so thoroughly aware of its worth that they did everything that lay within their power to preserve its benefit for future generations. This they accomplished by inventing the Hieroglyphics, or Ancient Sacred Temple languages, by perfecting a system of Mythology that makes the inner Truths of the Science clear to its initiates. By dividing the mansions of the sky and attaching to alphabets and numbers their respective inner meanings which, when accurately deciphered and understood, enable us to make graphic charts of our lives for any year, month, week, day or hour about which we desire information.

Probably the simplest and most practical of all these ancient codes is that known as the Arcanes or Secrets of the Tree of Life, which are deciphered and fully explained in the following pages. Take them, adapt them to your daily needs, and you will be agreeably surprised at their accuracy and how they can and will aid you in the solving of all sorts of difficult questions.

No matter how skeptical you may be you will find that when thoroughly mastered and properly applied they will do exactly what is claimed for them and then you will agree that they are worth their weight in gold.

They will prove to you that God's guiding hand is never absent from the steering wheel of life for even the minutest fraction of a second, and that we are not the Victims of Fate but Wards of God, and the proof of this lays in the fact that we are never strained beyond our capacity to bear, for every period of depression is followed by one of happiness and prosperity.

Again let us urge you to master every detail of the symbolologies and methods of applying these Arcanes, for in proportion to your study of them will grow your ability to apply them to the affairs of everyday life which is the final test of their worth and value.

## CHAPTER TWO.

The Arcanes of the Tree of Life are twenty-two in number, and are divided into two major divisions.

The first division, comprising Arcanes Nos. 1 to 10, inclusive, are principally associated with the qualities with which the various types of individuals are endowed, and from their interpretations we get some idea of how their various natures express themselves through character, personality and individuality.

The second division, comprising Arcanes Nos. 11 to 22, inclusive, deal more with the environment in which the native passes during his career, interpreting the nature of the effects of that environment on his particular type, and the main fluctuations or ups and downs that he experiences.

The symbolologies, with their numeral values, names and alphabetical equivalents, contain the following:

- (a) The Great Truths man must assimilate and live by, before he can attain perfection.
- (b) The Physical type he represents as interpreted by the Arcane ruling his date of birth, or Key Number as hereinafter explained.
- (c) The native's highest form of expression is represented by the normal type reading of the Arcane that rules him; while the more primitive types are explained by their mixture with the Faults and Peculiarities expressed.
- (d) The Occupations which his type are best fitted to follow.
- (e) The Failings, Impulses and Habits he should learn to master and control.
- (f) The Annual, Monthly, Weekly or Daily events each type may experience during the life periods and sub-periods ruled by each Arcane.
- (g) The native's Keynotes or dominating impulses, a proper understanding of which will aid him to express the highest degree of success his type is capable of attaining.

The first division of these Arcanes is numbered, named and alphabetically valued as follows:

Arcane No.	Name	Alphabetical	Numerical Value
1.....	Osiris, or The Crown.....	A, I, J, Q, Y	equals 1
2.....	Isis, or The Divine Mother.....	B, C, K, R	equals 2
3.....	Horus, or Urania.....	G, L, S	equals 3
4.....	Lucifer, or The Falling Star.....	D, T, M	equals 4
5.....	Hermes, or The High Priest.....	E, N	equals 5
6.....	Astarte, or Eros.....	U, V, W, X	equals 6
7.....	Poseidon, or The Chariot Driver.....	O, Z	equals 7
8.....	Kronos, or The Hermit.....	F, H, P	equals 8
9.....	Janus, or The Warrior.....	None.	
10.....	Fortuna, or The Wheel of Fortune.....	None.	

The second division of these Arcanes is numbered and named as follows:

No.	Name
11.....	The Glittering Intelligence, or The Clenched Fist
12.....	The Sacrificed, or The Betrayed
13.....	The Path of Unity, or The Mower
14.....	Vestal Virgin, or The Dancing Girl
15.....	The Path of Darkness, or Typhon
16.....	The Thunderbolt, or The Shattered Tower
17.....	Charon, or Convalence
18.....	The Grave, or Twilight
19.....	Resurrection, or Light
20.....	The Divine Breath, or Preparation
21.....	The Crowned Sun, or The Universe
22.....	The Slave, or The Blind Fool

Notes:—(1) It will be noticed that the second division carries no alphabetical value.

(2) Full readings of all of the Arcanes will be found on pages 17 to 38, inclusive.

(3) By nature, the Arcanes are classed as follows:

Fortunate or Good—1, 3, 6, 7, 10, 14, 17, 19, 20, and 21.

Unfortunate or Bad—4, 8, 9, 11, 12, 13, 15, 16, 18

Alm. 44.  
Doubtful—2 and 5.

The nature of all Doubtful Arcanes is decided by the majority nature of the Arcanes associated with them in any question, viz., if three out of five Arcanes are fortunate, and of the remaining two one is doubtful and the other bad, the doubtful would be classed as the other bad, and vice versa. When alone, Arcanes 2 and 5 should be classed as good and when overruled by unfortunate Arcanes they are classed as bad.

(4) Arcanes 2, 7, 8, 9, 11, 13, 15, 16, 18, 20 and 22 when ruling a year, frequently, if a majority of unfortunate Arcanes rule the month, week and day, fortunate death, the more advanced the age the more certain the indication.

(5) In the event that any unit connected with any question exceeds the total of 22, it is to be reduced so as to bring it within the circle of the Aranes, viz.  $3+4$  or  $7$ ,  $9+9$  or  $18$ ,  $15+7$  or  $14$ ,  $4+9$  or  $22$ , and  $6+9$  or  $24$ , which in turn equals  $2+4$  or  $6$ . The second reduction of the last example is only to be made in order to bring the total within the circle of the Aranes, which total 22, as hereinbefore stated.

## CHAPTER THREE

It is admitted by all thinking men and women that the closer one lives in harmony with the laws that govern our environment and being, the greater will be the chance for success.

That the ancient priests of Egypt, Babylon and India thoroughly appreciated this truth, is shown by their old temple teaching which has come down to us through the corridor of the ages which says, among other things, that—

"He who trusts all things to chance, makes a Lottery of Life."

"He who is sane, first seeks to find the station to which he can aspire."

"He who would succeed will seek only that channel of endeavor which he can fill with credit, honour and profit."

"He who is wise will not invite to his hearth those who are foolish, nor make friends of the ungodly."

"He who would attain, first learns the law and then takes full advantage of his every opportunity." "Do thou likewise and peace, content and happiness shall be thy reward."

In other words, they taught that the object of the study and application of these Arcaneas was that man might learn and know the station to which he may successfully aspire, the occupation best suited to develop and bring out the abilities with which one is equipped, to afford a means by which one can accurately determine the standing and character of those with whom one is brought in contact, and last, but not less, they afford a means by which we can determine the best time for the accomplishment of our every purpose.

According to the old rules designed for the successful application of these Arcanes to the questions and affairs of life, the position to which one may aspire is determined by means of an analysis and summing up of the strength of all the vibrations which affect and govern each individual's life.

For example, we will take the life courses of the following prominent persons whose dates of birth and occupation are matters easily verified:

Warren G. Harding, Born November 2, 1865.

	Year of Birth	Birth Date Value	
W-6	G-3	H-8	1
A-1		A-1	8
R-2		R-2	6
E-5		D-4	5
N-5		I-1	
		N-5	
		G-3	
21	3	24 or 6	19
			20

In the foregoing example the very strong, normal career granted by Arcane 20 or the total of the year of birth (See Paragraph "When Ruling the Life," page 36), is supported by the four strong benefic vibrations constituting the name and birth date values, which accounts for his marked rise above the station in life to which he was born.

The Occupation he was best fitted for is arrived at by adding the total units composing the name and year of birth, which is as follows:

Warren, 21, G 3, Harding 24, plus 1865 or—  
 $2+1+3+2+4+1+8+6+5$  equals 32, or 3 plus 2 which equals 5. (See Paragraph "Occupation" as given in Arcane 5, page 21, among which are mentioned Writers, Editors, Authors, Printers).

The Physical Appearance and Disposition are found by totaling the Birth Date Value units, 8 plus 11, or 19, which refers you to Arcane 19 (page 35), Paragraphs "Those Ruled by" and "Disposition," respectively.

At the time of Mr. Harding's death, August 2, 1923, he was 57½ years of age, and as his birthday was less than one-half a year away, the nature of the Arcane ruling that period is arrived at as follows:

To age 57½ add year of death 1922 ½, which totals 1980 1+9+8+0, which equals 18 which is a Malefic Arcane (See page 7, Note 3, also See Paragraph "When Ruling the Year" of Arcane 18, page 34), which shows he could not have selected a more unfortunate period for his trip.

He was also passing through the 693rd month of his life, which totals 6+9+3 or 18, which again supports the malefic year period.

On the day he passed out he was in the 3014th week of his life which totals 3+0+1+4 or 8, and which is another unfortunate Arcane (See note 3, page 7).

His death day was his 21,092nd day of life, which totals 2+1+0+9+2 or 14. The majority units covering this period, being malefic, overrule this 14 for the day, but it had strength enough to give an easy passing into the 'beyond'.

Thus, any student of the Master Key of Destiny would have been able to have determined the fatal outcome of his illness weeks in advance.

Our second example will be the late Warren Springer, well-known Chicago Manufacturer, who was born October 9, 1844, and passed out of life February 8, 1912. Mr. Springer was born in very humble circumstances but died an exceedingly wealthy man.

	Birth Date Value	Year of Birth Value
W-6	S-3	
A-1	P-8	(See page 61)
R-2	R-2	October 9th
E-5	I-1	
N-5	N-5	
	G-3	8
	E-5	4
	R-2	4
		17
		7
		29 or 11
		24 or 6
		17

The year of birth is governed by Arcane 17, (See Paragraph "When Ruling the Life," Arcane 17, page 33). The three strong benefic vibrations that govern the first name, the birth date value and the year of birth entirely overrule the malefic '11', or the unit of the last name 'Springer.' They assured the marked success the native achieved in spite of the disastrous Chicago fire which destroyed his business and the opposition of creditors at a time which would have bankrupted an ordinary man.

The Occupation he was best fitted for is arrived at by adding the total units composing the name and year of birth, which is as follows:

Warren 21, Springer 29, plus 1844 or—  
 $2+1+2+9+1+8+4+4$  equals 31, or 3 plus 1 equals 4. (See Paragraph "Occupation" as given in Arcane 4, page 20). Here we find his occupation and the indication of the success he achieved through dealing in property. He was a manufacturer of Mechanical Equipments.

The Physical Appearance and Disposition are found by totaling the Birth Date Value units, 7 plus 17, or 24, which equals 6, and which refers you to Arcane 6, (Page 22), Paragraphs "Those Ruled by" and "Disposition," respectively.

At the time of Mr. Springer's death, February 8, 1912 he was 67 years of age, and the nature of the Arcane ruling that period is arrived at as follows:

To age 67 years add year of death 1911, which was his 67th year, and which totals 1978, or 1+9+7+8, which equals 25, or 2 plus 5 or 7. This is a Malefic Arcane (See page 23, Arcane 7, Paragraph "When Ruling the Year," also see Note 4, Page 7).

He was also passing through the 808th month of his life, which totals 8+0+8 or 16, which again supports the malefic year period.

On the day he passed out he was in the 3514th week of his life which totals 3+5+1+4 or 13, which is another unfortunate Arcane (See Note 3, Page 7).

His death day was his 24,594th day of life, which totals 2+4+5+9+4 or 24, or 2 plus 4 or 6, and this is one of the vibrations given in Note 4, Page 7, indicating death when associated with the majority of malefic factors active at the time.

That these rules will hold good is further shown by the data the writer has collected concerning the following prominent people:

When unusual success is promised the majority of all Arcanes are fortunate (See Note 3, Page 7).

John W. Gates, Born May 18, 1855, Barbed Wire and Metal Manufacturer.

	Birth Date and Birth Year
J-1	W-6
O-7	G-3
H-8	A-1
N-5	T-4
	E-5
	S-3
	29
	2
	31 or 4
	19



The foregoing examples will, I believe, satisfy the most skeptical of the importance of names in determining the degree of success one may attain.

The ancients taught that your name is a living force, that it should be carefully chosen and if you have a good one it should never be changed because each time a name is spoken or thought of, the vibrations associated with it are discharged into the atmosphere just as a song or speech is broadcasted from a radio station, and just as such waves affect the delicate mechanism of your radio, so the vibrations of names affect your nerve cells and fibres, stimulating or depressing your organism and brain, with benefic or malefic effect according to the vibrations set up by the speaking of the name. Occultists thoroly appreciate this fact and some of the best students of the Value and Effects of Sound hold that those born in years ruled by unfortunate Arcanes, who also possess unfortunate names, are doomed to failure or disappointment. The writer regrets that space does not permit giving examples that would prove this assertion but in order to show you how thoroughly names indicate the happenings related to objects, he offers the following list of ships possessing unfortunate names which met with disaster during the past century causing the loss of many precious human lives:

Name	Arcane Value	Date of Disaster	Lives Lost
Jane and Margaret.....	8	Feb. 16, 1837	200
Sherrod.....	4	May 9, 1837	175
Monmouth.....	9	Oct. 29, 1838	234
Phoenix.....	4	Nov. 21, 1847	240
Royal Adelaide.....	11	Mar. 30, 1850	400
Griffith.....	8	June 17, 1850	300
Birkenhead.....	4	Feb. 26, 1852	454
San Francisco.....	8	Dec. 23, 1853	240
Taylor.....	22	Jan. 20, 1854	380
City of Glasgow.....	13	March, 1854	450
Lyonnais.....	8	Nov. 2, 1856	260
Montreal.....	4	June 26, 1857	250
Central America.....	11	Sept. 12, 1857	400
Austria.....	18	Sept. 13, 1858	471
Royal Charter.....	11	Oct. 25, 1859	446
Hungaria.....	9	Feb. 19, 1860	205
Lady Elgin.....	8	Sept. 8, 1860	287
Evening Star.....	4	Oct. 3, 1866	250
Orpheus.....	12	Feb. 7, 1863	190
Captain.....	22	Sept. 7, 1870	472
Schiller.....	9	May 7, 1875	200
Eurydice.....	8	Mar. 24, 1878	300
Utopia.....	9	Mar. 17, 1891	574
Elbe.....	15	Jan. 30, 1895	335
Maine.....	16	Feb. 15, 1898	260
General Slocum.....	13	June 15, 1904	1,000
Mikasa.....	12	Sept. 13, 1905	1,599
Kickemaru.....	9	Sept. 28, 1912	1,000
Titanic.....	18	April 14, 1912	1,517
Eastland.....	8	July 24, 1915	812
Provence.....	4	Feb. 26, 1916	3,130
Kiang Kwan.....	8	April 25, 1918	500
Hongkong.....	4	Mar 18, 1921	1,000
Kata.....	11	Aug. 29, 1922	301

Our next step will be to show you how to determine the fortunate or unfortunate periods of life. To find the Arcanes ruling any period of the life see the following. The late Warren Springer was born October 9th, 1864, and at the age of 20 years, or in 1884, he went to Chicago. Therefore we add the

Exhibit 1.  
1864  
20

the result of this addition shows that he was under the rule of Arcane 21, (see Exhibit 1), at that time, and this Arcane shows that it was an exceedingly fortunate period and promised success in the business he embarked upon (See Arcane 21, page 37, Paragraph "When Ruling a Year").

In 1871, seven years later, when he was 27 years of age, the great Chicago fire and local panic destroyed his property and when he bought a new location at South Jackson Street and the River, his creditors called him a fool and refused him further credit. The troubles of that period came when he was under the malefic rule of Arcane 8 (See Exhibit 2, also see Arcane 8, page 24, Paragraph "When Ruling a Year").

The late John W. Gates, born in 1855, at 19 years of age or in 1874, started his career as a barbed wire salesman and was so successful that in less than a year he made enough in commissions to build his own mill. At this period (See Exhibit 3), he was ruled by Arcane 21 (See page 37 Paragraph "When Ruling a Year"). When the Arcane 21 again ruled the latter part of his year 1896, which is equivalent to 1896½, he was 41½ years of age (See Exhibit 4). This 1896½ year is equivalent to the fore part of the calendar year 1897, at which time he made \$10,000,000 by selling his properties to the American Steel and Wire Company.

Now let us examine the career of Andrew Carnegie, born November 25, 1835. First we find that when he was 36 years of age, or in 1871, he was under the rule of the fortunate Arcane 17 (See page 33, Arcane 17, Paragraph "When Ruling a Year"). At this time he earned \$150,000 in commissions by selling a \$6,000,000 bond issue for an Iowa Railroad, and six months later, during which time he was under the rule of the malefic Arcane 18 (See Paragraph "When Ruling a Year," Arcane 18, page 34), he nearly went broke in the panic of that period. In 1874 (See Exhibit 6), when he was 39 years of age, he came under the rule of Arcane 14 (See Arcane 14, page 30, Paragraph "When Ruling a Year"), at which time he organized the Edgar Thomson Steel Works which earned over \$300,000 in profits during its first year of existence

Exhibit 2.  
1871  
27

1898 equals 26 or 8.

Exhibit 3.  
1874  
19

1893 equals 21.

Exhibit 4.  
1896½  
41½

1938 equals 21.

Exhibit 5.  
1871  
36

1907 equals 17

Exhibit 6.  
1874  
39

1913 equals 14.

The foregoing examples show conclusively that every year of our lives is under the rule of the Arcanes just as the Ancients taught. Therefore, we should follow their advice and map out each period of our lives so that we can take advantage of each fortunate period and sub-period. We should also learn to conserve our resources during the lean cycles. This information should prove invaluable to salesmen, executives and employers in all lines of activities. From it we should learn to employ only those of an aggressive nature, for important work, during their good cycles, and to put them at routine or preparatory work during their unfavorable or lean periods, for each cycle as I shall now demonstrate, is divided into numerous lesser ones which, when properly understood, enable us to take advantage of our every opportunity, as well as limit our losses during the reign of adverse Arcanes.

Let us suppose that a Sales Manager, Executive or Employer, on January 1, 1924, had an important matter which had to be entrusted to one of two employees of equal intelligence. To know which was the one to select at the particular time he would ascertain their Years of Birth and Dates of Birth, after which he would make the following calculations:

Mr. A. born December 29, 1880  
December 29, 1923 or last birthday  
December 29, 1880 or birth date

1923  
43 or attained age

1966 or Arcane 22 which rules the year in which question took place  
43 or age last birthday  
X 12 or months per year

86

516 or months old Dec. 20, 1923  
1 or additional month since last birthday  
517 or Arcane 13 which rules the month in which question took place  
X 365 1/4 or days per year  
X 43 or attained age

1095  
1460

15706 or days old Dec. 20, 1923  
13 or extra days from Dec. 20, 1923 to and including Jan. 1, 1924

15719 or Arcane 23 or 5, which rules the day of question  
15719 divided by 7 equals 2245 4/7 or 2246, which equals Arcane 14 which rules the week in which question took place

Totals for Mr. A.  
Year Arcane equals 22  
Month Arcane equals 13  
Week Arcane equals 14  
Day Arcane equals 5

Mr. B. born August 27, 1884  
August 27, 1923 or last birthday  
August 27, 1884 or birth date

1923  
39 or attained age

1962 or Arcane 18 which rules the year in which question took place  
39 or age last birthday  
X 12 or months per year

78

465 or months old August 27, 1923  
4 or additional months since last birthday  
472 or Arcane 13 which rules the month in which question took place  
X 365 1/4 or days per year  
X 39 or attained age

3285  
1095

14245 or days old Aug. 27, 1923  
128 or extra days from Aug. 27, 1923 to and including Jan. 1, 1924

14373 or Arcane 18 which rules the day of question  
14373 divided by 7 equals 2053 2/7 or 2054, which equals Arcane 11 which rules the week in which the question took place

Totals for Mr. B.  
Year Arcane equals 18  
Month Arcane equals 13  
Week Arcane equals 11  
Day Arcane equals 18

He could then by turning to Note 3, Page 7, and to the Arcanes in question, Paragraph "When Ruling a Year," find out that Mr. A. had two favorable Arcanes at the time in question, while Mr. B. did not have any. He would therefore assign the matter to Mr. A. knowing that he was his stronger employee. The question of whether he should employ either of them at all, or whether he had better wait if possible, would be determined by measuring his own Arcane strengths for the day because they also would have an important bearing in the matter.

The question of the best time of the day for the summation of the matter is explained by the planetary hour tables and readings on page 41 to 59 inclusive. The methods for using same are fully explained after the following illustration.

In addition to the application of these Arcanes in solving questions concerning the careers, favorable and unfavorable arcs of life and the questions that come up day by day, these Arcanes can also be used in determining all kinds of questions as was so ably demonstrated by Sepharial, the great English authority on the Kabbalah.

German Empire founded Jan. 18, 1871

1914  
43 attained age of Empire  
1957 or Arcane 22, The Blind Fool  
1918 1/2  
47 1/2 attained age of Empire

1966 or Arcane 22, The Blind Fool

French Empire founded Sept. 4, 1870

1914  
44 attained age of Empire  
1958 or Arcane 23 or 5, The High Priest  
1918  
48 attained age of Empire

1966 or Arcane 22, The Blind Fool

Russian Empire founded by Rurik 862

1914  
1052 attained age of Empire  
2966 or Arcane 23 or 5, The High Priest  
1918  
1066 attained age of Empire  
2974 or Arcane 22, The Blind Fool

Turkish Empire founded by Mohammed 1413

1914  
501 attained age of Empire  
2415 or Arcane 12, The Betrayed  
1918  
505 attained age of Empire

2423 or Arcane 11, The Clenched Fist

Austrian Empire Reorganized Dec. 21, 1868

1914  
46 attained age of empire  
1960 or Arcane 16, The Thunderbolt  
1918  
50 attained age of Empire

1968 or Arcane 24 or 6, Asarte

British Empire founded 1765

1914  
149 attained age of Empire  
2063 or Arcane 11, The Clenched Fist  
1918  
153 attained age of Empire  
2071 or Arcane 10, Fortunas



## Arcane 1.

### OSIRIS—THE CROWN.

IN THE SPIRITUAL REALM this Arcane symbolizes the Lord, Creator and Preserver of all, the Source of all Life Experience, the Creator of all substances, forces and impulses, the Preserver of all that is Good.

IN THE CONSCIOUS REALM it symbolizes the Supreme God, the Lord of Hosts who predastines, controls and directs all life manifestations throughout the Universe.

IN THE MATERIAL REALM it symbolizes Osiris as the sun man, entering life as a pioneer and conqueror. As a pioneer, he enters life surrounded on all sides by the massed forces of passion and error, while the road ahead is occupied by false pride, worldly ambition and greed. As a conqueror, he is garbed in the bright armour of undimmed confidence. His head is protected by the helmet of Creative Intelligence. On his left arm he carries the shield of Inspiration, while his right hand grasps the naked sword of Will Power pointed towards the earth, symbolizing his readiness to begin the battle of life.

THOSE RULED by this Arcane possess large strong bodies, round radiant faces, light brown hair, fine eyes and plenty of confidence, energy and magnetism. They have good constitutions, but should pay careful attention to diet, and all heating foods or stimulants should be avoided.

DISPOSITIONS. Those ruled by this Arcane are generous, happy, simple, candid, unaffected, critical and exact. They possess quick tempers, but forgive readily and hold no grudges. They are generally popular and respected.

FAULTS AND PECULIARITIES. In their weak moments they are inclined to self-indulgence, flattery, slackness, vanity and useless display. They see only their own side of every question, and insist on giving others unwanted advice that they would be benefited by were they to follow it themselves.

OCCUPATIONS. They make good Presidents, Chairmen, Corporation Executives, Managers, Department Heads, Generals, Trustees, Inventors, Politicians, Merchants, Artists, Schoolmasters, Decorators, Jewelers, Guilders, Jockeys, Coachmen and Butlers, and are especially fitted for positions of authority and responsibility.

WHEN RULING THE LIFE, this Arcane promises advancement to positions of honour and authority according to the native's position in life. They do well in large cities or governmental employ.

WHEN RULING ANY YEAR, or lesser period of the life it promises promotion, preferment, increase in income and a prosperous happy period generally. It is an especially good time in which to start new undertakings or enterprises.

ITS KEYNOTES are Domination, Egotism, Individuality and Action.

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## Arcane 2.

### ISIS—THE DIVINE MOTHER.

IN THE SPIRITUAL REALM this Arcane symbolizes the Absolute Being in its maternal, feminine aspect, visualizing as in a glass the Past, Present and Future of all created manifestations; while the Mother Love, emanating from the Heavenly form, supplies one and all with the Divine Love necessary for their journey through the Valley of Life.

IN THE CONSCIOUS REALM it symbolizes a Vestal Virgin, veiled, seated between two columns which mark the entrance to the wayside temple of earthly pleasure. The columns are emblematic of Mammon and Worldly ambition, the insidious forces which lure humanity to destruction; while the veiled Virgin represents the Conscience which holds man steadfast to the road of Duty and Spiritual Attainment.

IN THE MATERIAL REALM it symbolizes the unbroken tie between the soul and the source from which it sprang, the union of man and woman, the Crown of Creation.

THOSE RULED by this Arcane possess bodies of moderate size, and frequently a peculiar rolling walk, light eyes, brown hair and a quick, active brain. They should be careful of diet and avoid all fermenting foods, drugs, worry and mental strain; dressing warmly at all times as a protection against colds to which they are very susceptible.

DISPOSITIONS. Those ruled by this Arcane have vivid imaginations, retentive memories, fondness for home and children, high ideals, agreeable and gallant manners, and a strong attraction for those of the opposite sex.

FAULTS AND PECULIARITIES. In their weak moments this Arcane inclines its natives to capricious criticism, want of sympathy or adaptability, lack of concentration, dissipation, day-dreaming, overstrain, stomach troubles, throat complaints and headaches.

OCCUPATIONS. They make good Navigators, Seamen, Travelers, Accountants, Advertising Men, Bookkeepers, Solicitors, Agents, Entertainers, Caterers, Nurses, Servants, Laundresses, Midwives, Female Officials, Wine Merchants, Manufacturers and Dealers in fruit juices and liquids, Waitresses, Bartenders and Handlers and Dealers in common commodities.

WHEN RULING THE LIFE, this Arcane promises a moderate degree of progress with many changes but in the end the native will overcome his obstacles and achieve a reasonable degree of success.

WHEN RULING ANY YEAR, or lesser period of life it promises changes and unsettled income, strife, journeys that are beneficial to women and disappointing to men, as well as a violent but short lived fondness for the want of the other sex.

ITS KEYNOTES are Change, Instability and Flexibility.

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### Arcane 3.

#### HORUS — URANIA.

IN THE SPIRITUAL REALM this Arcane symbolizes the balanced wisdom and sustained energy of the Supreme Godhead whose unalterable Will streams forth like Light, impregnating the darkness of space like Spirit entering matter, transforming all gross substances into perfect conceptions of the Divine Will.

IN THE CONSCIOUS REALM it symbolizes Horus, the young son crowned with twelve stars, personifying twelve functions of Creative Intelligence. In his left hand is a globe tipped scepter, emblematic of man's domination over animal life and the lesser forces of nature; while his right hand points upwards toward an eagle in flight, signifying the desire of the Human Soul to return to its initial Heavenly home.

IN THE MATERIAL REALM it symbolizes the highest products of human endeavor, the perfect fruits of nature, the union of body, soul and spirit.

THOSE RULED by this Arcane possess well-proportioned bodies, good complexions, clear eyes, broad foreheads and an open, frank countenance. They are honest, just and sincere, endowed with boundless energy. They should avoid over-exertion, eat blood nourishing foods and indulge in moderate outdoor sports.

DISPOSITIONS. Those ruled by this Arcane are jovial, honest, highly talented, energetic, fond of argument, true-hearted and lovers of law, philosophy and religious study. They are fond of open air and possess boundless energy. They possess an active instinct towards helping others, but if their confidence is abused are through for good and all.

FAULTS AND PECULIARITIES. In their weak moments its natives are liable to fly to pieces over unimportant things, dissipate, be over-confident, proud, skeptical, rebellious, and to flitter away their time.

OCCUPATIONS. They make good Judges, Counsellors, Clergymen, Collegians, Lawyers, Doctors, Bankers, Trustees, Negotiators, Dealers in Commercial paper, loans and mortgages, Explorers, Admirals, Soldiers, Provision Dealers, Commission Merchants, Grocers, Mechanics, Clothing Merchants or Manufacturers, Tailors, Wool Brokers, Buyers and Dealers in cattle, Hotel Keepers, Mimics, Singers, Actors, Vaudeville Managers, Gamblers, Speculators, Horsemen, Confidence men and Trainers of animals.

WHEN RULING THE LIFE, this Arcane usually indicates one who will rise to high honors as measured by his station in life, one who will be respected and a credit to his family, business or community.

WHEN RULING ANY YEAR, or lesser period of the life, it promises the support of those in authority, especially lawyers and the clergy. It gives prosperity, promotion, increased income and happiness.

ITS KEYNOTES are Expansion, Growth and Perseverance.

### Arcane 4.

#### LUCIFER — THE FALLING STAR.

IN THE SPIRITUAL REALM this Arcane symbolizes the emptying of the vial of Divine wrath upon the Realm of Earth and Soul of Man.

IN THE CONSCIOUS REALM it symbolizes Lucifer, the sun of man, seeking to increase his Individuality through Force and Domination.

IN THE MATERIAL REALM it symbolizes Lucifer as a man crowned with the dim star of earth domination, sitting at a council table surrounded by Discontent, Egotism, Worlding, Ambition and Greed who urge him to rebel against the Most High. It represents the architectural reformer, the destroyer of old forms, the outpouring of Chaos, the forerunner of a new cycle or age.

THOSE RULED by this Arcane possess middle, neat stature; strong, well-built bodies. Their complexions are ruddy to fair. They usually have light hair, fine eyes and are quite handsome, especially if of the feminine sex. They have a reasonable degree of vitality, but it is essential that they be kept free from worry. Their eyes should be carefully protected and care be observed in diet as they are susceptible to plomane poisoning and acute indigestion.

DISPOSITIONS. Those ruled by this Arcane are magnetic, generous, studious, somewhat reserved, but liable to violent likes and dislikes. They are economical, saving and like to invest but are opposed to advice from others. Generally marry when young, but their tempers often destroy all chance of happiness.

FAULTS AND PECULIARITIES. In their weak moments its natives are rash, impulsive and given to opposing everything and everybody, and because of this tendency the temper is seldom well controlled and they are often led, despite their good sense, into foolish actions. When opposed to others they are dictatorial and apt to go to any extent to force others to their own way of thinking.

OCCUPATIONS. They make good Generals, Scientists, Astrologians, Astronomers, Lecturers, Inventors, Aviators, Metaphysicians, Psychologists, Hospital Attendants, Civic Officials, Patentees, Spiritual Mediums, Antiquarians, Commercial Travelers, Electricians, Investigators, Machinery Manufacturers, Real Estate Buyers and Property Owners, Promoters, Painters, Carpenters, Taxi drivers, and are successful in most uncommon pursuits.

WHEN RULING THE LIFE, this Arcane promises a series of sharp ups and downs all through the native's career. They either, in proportion to their station in life, become a Napoleon or like Lucifer, the Falling Star, are dropped from the Heavens to Destruction on the rock beneath.

WHEN RULING ANY YEAR, or lesser period of the life it promises the sudden breaking up of old ties, loss of employment, upsetting of conditions, rebellion, discontent and trouble of all kinds which is usually the result of the native's own impulsive or foolish actions for he is the greatest sensation seeker of earth.

ITS KEYNOTES are Sensation, Pride, Ostentation and Self-indulgence.

## Arcane 5.

### HERMES — THE HIGH PRIEST.

IN THE SPIRITUAL REALM this Arcane symbolizes the Godhead as the Master of all Secrets and regulating the Infinite manifestations of cosmic and planetary life by means of HIS all-embracing Universal Law.

IN THE CONSCIOUS REALM it symbolizes Spiritual perception and reception, by which mankind maintains connection with the Absolute.

IN THE MATERIAL REALM it symbolizes Hermes, the High Priest, seated in the sanctuary of the Temple of True Perception, his left hand resting on the triple cross personifying the act of Divine Mind in the heaven, mental and material worlds; while with his right hand he makes the sign of silence and meditation and at his feet kneel the unredemmed, seeking the blessings of Divine Illumination as the messenger of the gods.

THOSE RULED by this Arcane generally possess rather tall bodies, long arms, legs and hands, fair complexions, brown eyes, good sight and a quite bright active mind. They have a quick, active walk, but should guard themselves against exposure and nervous strain. The lungs particularly should be watched and care taken that the vital fluids of the body are not wasted, all fattening and heating foods should be avoided. Outdoor sports will prove beneficial.

DISPOSITIONS. Those ruled by this Arcane never seem able to keep their hands or feet still, are apt in acquiring languages, impulsive, changeable, and nervously active. Fond of changing around the arrangement of furniture, but are seldom entirely happy. They have great personal charm and are joyous, eloquent and ingenious.

FAULTS AND PECULIARITIES. In their weak moments, they are subject to extravagance, waywardness, flightiness, fickleness, change and the unscrupulous use of other people's money or property.

OCCUPATIONS. They make good Writers, Authors, Professors, Secretaries, Steamship and Corporation Officials, Scientists, Geologists, Interpreters, Accountants, Teachers, Editors, Lawyers, Parish Clerks, Dramatic Artists, Printers, Entertainers, Clerks, Book-sellers, Engineers, Postmen, Expressmen, Bookbinders, Wood Turners, Carvers, Quartermen, Nurses, Strong Men Wrestlers, Chefs, Stewards, Dairymen, Lavatory Attendants, Scavengers.

WHEN RULING THE LIFE, this Arcane makes a hard struggle for the native to acquire or finish his education and brings illness in the family at an early age. It promises loss through speculation in adverse periods and gives a fairly successful life.

WHEN RULING ANY YEAR, or lesser period of the life this Arcane is a partially fortunate cycle but all gains made will be as a result of hard struggle and soon dissipated or lost. It is a changeable, unstable cycle accompanied by anxiety and worry but in the main favorable.

ITS KEYNOTES are Learning, Activity, Commerce and Variety.

## Arcane 6.

### ASTARTE — EROS.

IN THE SPIRITUAL REALM this Arcane symbolizes the effect of Divine Love as the uniting power which brought order and harmony out of Chaos.

IN THE CONSCIOUS REALM it symbolizes the equilibrium or balanced harmony of the Universe, every element of which is held by God's Love to its appointed place and to the expression of its true nature.

IN THE MATERIAL REALM it symbolizes according to sex Astarte or Eros, the young sun, hesitating between Duty in the garb of Virtue, and Pleasure in the garb of Vice; while from the sky above an angel makes ready to speed the arrow of blessing or consequence. Thus, personifying the antagonism of right and wrong and the binding of effects to their causes.

THOSE RULED by this Arcane possess short, full bodies, large faces, expressive eyes, large mouths and average complexions. The hair is brown and curly, the shoulders are strong and heavy and both sexes are indifferently handsome. Regular habits are essential to this type, and plenty of physical exercise should be taken, the heart, throat and hearing being especially sensitive. They are inclined toward obesity and they should, therefore, be careful of their diet and studiously avoid over-eating and starchy foods.

DISPOSITIONS. Those ruled by this Arcane are magnetic, kind hearted, amiable, generous and possess considerable charm, therefore making good husbands, wives and parents. They are fond of children, plenty to eat, quiet surroundings, and are successful in the prosecution of love affairs.

FAULTS AND PECULIARITIES. In their weak moments they are self-indulgent, over-eat, possess a slavish adherence to routine, are extravagant, inclined to dissipate, waste of energy and stubbornness.

OCCUPATIONS. They make good Artists, Painters, Poets, Singers, Theatrical Managers, Motion Picture Producers, Actors, Film Dealers, Investment Brokers, Insurance Men, Promoters, Sales Advertising or Circulation Managers for any business conducted with the general public, Salesmen, Merchants, Manufacturers of Toilet accessories, Dealers in Women's wearing apparel, Embroiderers, Seamstresses, Milliners, Haberdashers, Upholsterers, Glove Makers and Dealers, Confectioners, Perfumers, Barbers, Engravers, Farmers, Gardeners, Servants, Housewives and Chambermaids.

WHEN RULING THE LIFE, this Arcane promises much success in all domestic and social activities but is only moderate in business. The natives of this Arcane outside of the promotion of new enterprises, which they should not manage, do best in small communities or in the occupations outlined above.

WHEN RULING ANY YEAR, or lesser period of the life it inclines the native toward indulgence and pleasure, irregularities of all kinds, illness, trouble through servants or employees, which however seldom disturb the native's home or social activities.

ITS KEYNOTES are Poetry, Art, Music, Social Accomplishments, Affections and the practical application of things to their ends.

## Arcane 7.

### POSEIDON — THE CHARIOT DRIVER.

IN THE SPIRITUAL REALM this Arcane symbolizes the Supreme Being as a Charioteer, driving pairs of white and black horses, personifying opposite and conflicting forces according to HIS will. Thus, expressing the domination of the Divine Will over matter and all life manifestations.

IN THE CONSCIOUS REALM it symbolizes the goal of human attainment so beautifully portrayed by Buddha when he said, "He who keeps the Chariot of his Passions under Control, I call the Driver of the Chariot; He who does not, merely holds the reins."

IN THE MATERIAL REALM it symbolizes that the victory of human emancipation can only be attained through the sevenfold path of 'right faith, right thought, right resolve, right speech, right living, right effort and right action.' It, therefore, personifies the victory gained through intelligence, the development of which is the purpose of life.

THOSE RULED by this Arcane possess short bodies; full, pale faces; large eyes; brown hair; short arms and legs; and fleshy hands. They are inclined to complaints which are difficult to diagnose, blood troubles, gout, scurvy, and contagious epidemics. Over-anxiety, worry and over-feeding should be studiously avoided.

DISPOSITIONS. Those ruled by this Arcane are full of life, magnetic, intuitive, generous and easy going up to a certain point when they will fight like tigers. They are seldom fools, have considerable patience and demonstrate great determination and success in overcoming obstacles; are changeable, passionate, loyal, difficult to know and generally live on the border line between their higher and lower natures for which reason, they are frequently unsettled, restless, ambitious and inclined to unusual occupations.

FAULTS AND PECULIARITIES. In their weak moments they are inclined toward improvidence, listlessness, yearnings and cravings for physical stimulants, and are subject to deceit and overthrow.

OCCUPATIONS. They make good Seamen, Dealers and Manufacturers in cotton, tobacco, drugs, tea, coffee and chemicals whose main base is water. They are also successful as Corporation Officials, Railroad Officials, Theatrical Managers, Comic Singers, Actors, Promoters, Politicians, Miners, Fish Dealers, Prison or Hospital Attendants, Nurses, Bird Dealers and Brewers, and are successful when dealing with masses.

WHEN RULING THE LIFE, this Arcane promises many changes, uncertain fortunes, great gains followed by large losses, and women at some time exert a great influence upon the welfare of the native. They are much more fortunate during latter half of life.

WHEN RULING ANY YEAR, or lesser period of the life it promises sharp fluctuations in income or health, but during its reign the native will achieve considerable honor, glory and success as the period is one of triumph.

ITS KEYNOTES are Love, Unity, Inspiration and Perception.

## Arcane 8.

### KRONOS — THE HERMIT.

IN THE SPIRITUAL REALM this Arcane symbolizes God as the Great Teacher watching through eyes of Love every effort made and every step gained in our struggle toward Life Eternal. HE and HE alone sees and understands our moments of weakness or trial, for after each error or misstep he lifts us back upon the Path and instead of condemning, HE inspires us onward and upward towards our Final Goal.

IN THE CONSCIOUS REALM it symbolizes the Conscience, man's ever present guide and friend, urging him to tear from his eyes the bandage representing the valor of his ignorance so that he may see ahead the clear, straight road of human emancipation.

IN THE MATERIAL REALM it symbolizes the adventurer of Arcane One with his armor, his shield and helmet cast aside, leaning wounded upon a forest shrine on which is inscribed, "If man seek only that which is true, if he dare only that which he can attempt and then go forward with unbroken will, he is bound some day to find beneath his hand, the key to Power and Attainment."

THOSE RULED by this Arcane possess a somewhat slim figure. They usually have a large nose, firm lips, small beard, dark thin hair, and deep-set eyes with heavy brows. Care should be taken against colds and infectious diseases, for which reason animal food should be avoided.

DISPOSITIONS. Those ruled by this Arcane are often depressed and seldom happy unless they have something to worry about; are fond of long walks, drives, mountain climbing, outdoor sports and are very particular about the location of their home, object to frivolity and are strong in purpose, ambition, desire to govern; are changeable, quiet and exclusive.

FAULTS AND PECULIARITIES. In their weak moments they are inclined towards worldly ambitions, narrow views, determination to succeed at any price, whining about how people treat them, prying into the affairs of others and spending too much to keep 'in the swim.'

OCCUPATIONS. They make good Dealers in land and property, Bankers, Financiers, Pawnbrokers, Money Lenders, Miners, Mining Officials, Coal Merchants, Plumbers, Architects, Political Agents, Diplomats, Priests, Nuns, Literary Workers, Monks, Antiquarians, Florists, Dealers in Sporting Goods, Undertakers, Jailors, Grave-diggers, Beggars, Laborers, Workers in dark or heavy materials, Dealers in leather, wool or lead, Farmers, Horshoers and Ship Chandlers.

WHEN RULING THE LIFE this Arcane generally gives hard struggle with many impediments and much strain and effort to make all ends meet, but is good for financiers and bank employees.

WHEN RULING ANY YEAR, or lesser period of the life it promises an arc of strain and strife, the breaking up of old ties and separations.

ITS KEYNOTES are Prudence, Caution and Patience.

## JANUS—THE WARRIOR.

IN THE SPIRITUAL REALM this Arcane symbolizes the Vitality, Energy and all Pervading Activity of the SUPREME MIND which produces, maintains and directs to its Final Goal the destiny of each organism or spark of consciousness contained in the Celestial Planetary or Terrestrial Realms.

IN THE CONSCIOUS REALM it symbolizes the outpourings of man's inner nature which inspires him to fight life's battles to a victorious conclusion.

IN THE MATERIAL REALM it symbolizes Janus, the sun man of Arcane Eight, who, despite his wounds, has through the power of right thought, right motives and an unbroken will conquered his nature and won his way back to the highway of Final Emancipation, thereby teaching that no matter how far we may fall we can by divine grace win our way to the final goal.

THOSE RULED by this Arcane possess spare but strong bodies, statures above average, long thin faces, thick shoulders, shallow complexions, light eyes, black or sandy hair, strong constitutions but should get plenty of sleep, avoid overstrain, overeating and indulgence in rare meats or stimulating drinks.

DISPOSITIONS. Those ruled by this Arcane are enterprising, generous, sincere, quick to anger, impatient, restless, enthusiastic, hopeful and most of the time quite courageous. They like frivolity and possess a deep sincere love for their homes, making fine mothers, splendid husbands and excellent soldiers. They are usually ingenious, active, ready to exaggerate the importance of favors shown them, possess good voices and are fond of sentimental, sad music.

FAULTS AND PECULIARITIES. In their weak moments they are rash, audacious, reckless, extravagant, hot tempered, self-willed, vain and easily dissatisfied. They delight in monopolizing conversations, like to talk about themselves, are jealous, furious when told their faults and are much inclined to divorces and separations as a result of ill-timed fits of anger.

OCCUPATIONS. They make good Surgeons, Dentists, Chemists, Authors, Writers, Orators, Inventors, Explorers, Military Officers, Soldiers, Pioneers, Firemen, Police Officials and Policemen, Government Employees, Surveyors, Salesmen, Iron and Steel Workers, Phonograph Dealers, Automobile Manufacturers and Dealers, Veterinary Surgeons, Cattle Dealers, Butchers, Blacksmiths, Grooms, Valets, Doormen and Porters.

WHEN RULING THE LIFE, this Arcane promises an active, energetic life, success in military professions or other martial occupations, but makes the native liable to loss through fire, accidents, explosions, treason, poison, or insanity.

WHEN RULING ANY YEAR or lesser period, it promises much strife, annoyances through others, gain through new positions or enterprises. There will be much activity, increase in income, traveling and liability to loss through fire or accidents. ITS KEYNOTES are Energy, Keenness, Zeal, Fire and Accidents.

## FORTUNAS—THE WHEEL OF FORTUNE.

IN THE SPIRITUAL REALM this Arcane symbolizes the connecting link between the Divine faculties with which man has been endowed and the stage or environment on which he plays his part. From this Arcane on he gathers the experience life holds in store so that when the lesson is complete, he will have achieved one more step of the educational process God is putting him through to fit him as an instrument for his Divine or Heavenly activities which follow the expression of Earth Life.

IN THE CONSCIOUS REALM it symbolizes youth, ready to blossom into man or womanhood, equipped as only the God of the Heavens can equip him for the field of life.

IN THE MATERIAL REALM the ancient symbol showed youth surrounded by a wreath representing the world, above which was placed two angelic figures; while below were a lion and a bull, thus personifying how every act in life is followed by an inevitable consequence, which, according to its nature, is fated to blossom into Blessing or a Consequence.

THOSE RULED by this Arcane possess good sized bodies, broad shoulders, large, prominent eyes, light or yellowish hair, an oval face and ruddy complexion. Temperate living is essential to their health, for which reason all stimulating foods and drinks are to be avoided. Special attention should be given the lungs and heart, and avoid all emotional overstrain.

DISPOSITIONS. Those ruled by this Arcane are energetic, rather proud of family and possess all of the attributes of a good leader, being enterprising, inventive, resourceful, constant, good natured and happy. Their power of concentration is strong, their clearness of mental vision good and are clever at repartee.

FAULTS AND PECULIARITIES. In their weak moments they are inclined to go to law, to be too self-indulgent, susceptible to flattery, slackness and egotism, lazy and selfish. They also have a habit of butting into things that do not concern them, to give unwanted advice, to set up standards for others to live by and are particular and orderly.

OCCUPATIONS. They make good Inventors, Geometricians, Secret Service Men, Church Dignitaries, Generals, Rulers, Presidents, Trustees, Government Officials, Executive Managers, Department Heads, Treasurers, Artists, School Principals, Teachers, Actors, Draftsmen, Jewelers, Jockeys, Coachmen, Butlers, and are generally fitted for positions of responsibility and authority, making especially good Sales Managers.

WHEN RULING THE LIFE, this Arcane promises elevation to positions of responsibility, honor, general success in life and many well-earned honors.

WHEN RULING ANY YEAR, or lesser period of the life, it promises promotion, preferment and a happy prosperous period. It is especially good for the beginning of new enterprises of all kinds.

ITS KEYNOTES are Domination, Egotism, Action and pronounced Individuality.

## THE GLITTERING INTELLIGENCE— CLENCHED FIST.

IN THE CONSCIOUS REALM this Arcane symbolizes the transitory nature of life, the effects of good and bad actions.

IN THE MATERIAL REALM it symbolizes that to him who is equipped with The Glittering Intelligence of true understanding, life means only a series of tests in which most of the obstacles become phantoms or stepping stones which he, through courage, faith and decision of will, is able to surmount.

THOSE RULED by this Arcane usually possess rather tall, slender to stocky bodies, with handsome eyes, dark wavy hair and medium complexions. Care should be taken against overstrains as they are especially susceptible to pneumonia, bronchitis, tuberculosis, skin diseases and nervous collapse.

DISPOSITIONS. The higher types ruled by this Arcane are generous, but easily influenced by those they like. They are fond of learning which they acquire after a hard struggle. They are given to moving about, changes and traveling. They always display considerable activity of one sort or another and are very ingenious, active mentally, and most of them are resourceful, confident, entertaining and persevering.

FAULTS AND PECULIARITIES. In their weak moments they are inclined to be fickle, wayward, extravagant, unscrupulous and given to making sarcastic, blunt and annoying statements. They cannot keep still and, if dissipated, soon go completely to pieces. Their worst faults are selfishness, arrogance and abuse of power.

OCCUPATIONS. They make good Journalists, Writers, Editors, Noted Orators, Real Estate Agents, Surveyors, Musicians, Singers, Composers, Entertainers, Conductors, Astronomers, Astrologians, Advertising Writers, Agents and Salesmen, Secretaries, Religious Evangelists, Ministers, Commercial Salespeople, Attorneys, Telegraph and Telephone Officials, Typists, Bookkeepers, Aviators, Football Players, Runners, Cartiers, Drygoods Merchants, and Shoemakers.

WHEN RULING THE LIFE, this Arcane denotes that the native will be subject to many ups and downs and changes in life. It threatens health, loss of physical strength, denies robustness, and often compels the native to remain always on guard to prevent nervous strains or breakdowns. Those ruled by this Arcane should be especially careful to avoid worry, mental excitement, wasting their vital fluids or over-indulgence. At best, this Arcane promises only transitory gain which are soon dissipated.

WHEN RULING ANY YEAR, or lesser period of the life it promises either glittering success as a result of bold, well-thought-out, energetic action, or as is most usually the case, a period of change and reversal.

ITS KEYNOTES are Glittering Intelligence, Arrogance, Change and Instability.

## THE SACRIFICED—BETRAYED.

IN THE CONSCIOUS REALM this Arcane symbolizes the acquired experience of life or the teachings which come through sacrifice and repression of self.

IN THE MATERIAL REALM it symbolizes the peace, content and true happiness that comes through unselfishly helping others; teaches that the only victory worth while is the conquest of self; that man's only permanent gains come through sacrifice, self-denial and the assumption of his obligations to unselfishly help others.

The ancient symbol of this Arcane was a Hanged Man signifying that he who failed to comprehend this law and instead of following the Will of God worshipped at the altar of Mammon will reap his harvest of woes as sure as the sun will rise on the morrow's dawn. To the worldly wise this Arcane promises punishment, reverses, trouble and a violent, sudden or turbulent end.

THOSE RULED by this Arcane usually possess medium statures which tend toward fleshiness in middle life, pale round faces, brown eyes and hair. They are not very strong and should not over-eat or indulge in rich sauces, foods or pastry.

DISPOSITIONS. The higher type ruled by this Arcane are usually talented musically, fond of children, loyal in love or friendship, economical and capable of considerable self-sacrifice, but are inclined to brood over trifles, to grow old gracefully and sometimes have prophetic dreams or presentiments, eat frequently and are obliged to watch their stomachs and throats which are more than usually sensitive.

FAULTS AND PECULIARITIES. In their weak moments they love mysteries, are inclined to melancholy or to show considerable false pride, dissipate or become involved with the opposite sex. They show marked tendencies to join all kinds of organizations and to fall asleep during the late afternoon or early evening.

OCCUPATIONS. They make good Physicians, Surgeons, Admirals, Seamen, Actors, Singers, Musical Composers, Educators, Authors, Writers, Engineers, Bankers, Financiers, Criminal Judges, Lawyers, Statesmen, Cashiers, Small Traders and Merchants, Animal Trainers, Dealers in common commodities, such as Groceries, Clergymen, Hotel Keepers, General Clothing Dealers, Prison Matrons, Laundresses.

WHEN RULING THE LIFE, this Arcane promises outside of the Church only moderate success, many changes, unsettled income and unless the native represses his ambitions and desires, in so far as they may affect others, he will have a hard time of it, finding promotion slow. They do best in the employ of others and should stay out of business for themselves.

WHEN RULING ANY YEAR, or lesser period of the life it promises change, reversal of position, culpability, chastisement or loss of honor, dangers from women, catastrophes and danger of a violent end.

ITS KEYNOTES are Patience, Sacrifice, Betrayal and Violence.

## THE PATH OF UNITY—THE MOWER.

IN THE CONSCIOUS REALM this Arcane symbolizes Hope, Transformation, Divine Chastisement and Death.

IN THE MATERIAL REALM it symbolizes Karma or the Consequences of previous actions. To those who have conquered their lower nature it promises regenerative changes and the rewards of Virtue, while it deals punishment, destruction and death to those who have followed the path of selfishness, greed, indulgence and dissipation.

THOSE RULED by this Arcane usually have rather full strong bodies, large frames, broad shoulders, light eyes, pale complexions and a firm vigorous walk. They should adhere to a simple diet and avoid overeating as they are especially sensitive to stomach, heart, nervous and blood disorders, aneurisms and fainting.

DISPOSITIONS. The higher type ruled by this Arcane are very ambitious faithful to their allies and friends, affectionate and elegant in appearance. They are generally daring and venturesome, exceedingly intelligent, somewhat proud and given to study and self-improvement.

FAULTS AND PECULIARITIES. In their weak moments they are inclined to hesitate, vacillate and become fearsome, crude or boorish, seeking to force their will upon others or to play the part of 'bullies.' In such moments they are very susceptible to dissipation, sudden changes and to infatuations with the crude or ignorant members of the opposite sex. They are always superstitious, fearsome, and more or less exacting, and their violent temper at these times makes them very impulsive and unpopular.

OCCUPATIONS. They make good Government Officials, District Attorneys, Criminal Lawyers, Lecturers, Inventors, Astronomers, Astrologians, Scientists, Psychologists, Engineers, Commercial Salespeople, Aviators, Electricians, Jewelers, Mechanics, Dealers in Electrical, Medical and Scientific Apparatus, Hypnotists, and sometimes are dangerous Anarchists and Leaders of Revolutions.

WHEN RULING THE LIFE, this Arcane denotes that the native will be subject to many sudden ups and downs in life, and will suffer from estrangements, catastrophes, changes, wanderings and impositions, the first half of the life being the most fortunate.

WHEN RULING ANY YEAR, or lesser period of the life it promises sudden gains followed by sharp disappointments, upsets or changes of a harmful nature; such changes, however, are seldom lasting even though they are generally the result of the native's own acts or impulses. It often brings a severe illness to the native or death within the circle of relatives.

ITS KEYNOTES are Pride, Ostentation, Force and Destruction.

## VESTAL VIRGIN—THE DANCING GIRL.

IN THE CONSCIOUS REALM this Arcane symbolizes the everlasting movements, combinations, trials and dangers of life.

IN THE MATERIAL REALM it symbolizes the combination of environment with the individuality and cautious one and all against giving way to worldly desires, forgetfulness and false ambitions. It points out the old truism that each period of prosperity and activity is followed by one of reaction and trial, and teaches those following the path to husband their resources and to avoid overdrafts on their moral and physical strength, that they may be able to successfully resist the temptations and dangers of environment and nature, and avoid the storm of disillusion and win the goal of attainment.

THOSE RULED by this Arcane usually have well-proportioned bodies, brown hair, good complexions, attractive eyes and are very neat and pleasing in appearance. They are liable to indigestion, physical and nervous breakdowns for which reason they should get plenty of sleep, avoid heavy lifting and adhere to a simple, wholesome diet.

DISPOSITIONS. The higher types ruled by this Arcane are bright, cheerful, economical and faithful, fond of music and dancing, often marry when quite young, and prove sincere, industrious, practical and constructively critical. They are kind-hearted, witty, considerate, pure in thought and often quite talented.

FAULTS AND PECULIARITIES. In their weak moments they are inclined to lack imagination and sympathy, to become calculating, selfish, talkative, restless, quarrelsome and express dissatisfaction with everyone and everything, which makes them tend towards dissipation, carelessness, vanity and recklessness, seeking excitement, sensation and excesses of all sorts; thereby, doing themselves much harm.

OCCUPATIONS. They make good Public Speakers, School Teachers, Secretaries, Lawyers, Scientists, Critics, Physicians, Writers, Chemists, Tutors, Professors, Journalists, Publishers, Guardians, Police Officials, Interpreters, Registrars, Orators, Proof-readers, Printers, Engineers, Clerks, Booksellers, Messengers, Connectioners, Clothing Dealers, Second-hand Dealers, Designers, Milliners, Dressmakers, Dancers, Stewards, Dairymen, Chefs and Pastry Cooks.

WHEN RULING THE LIFE, this Arcane promises intellectual conquests, travel, popularity, and moderate success, but it seldom gives good health or a settled home.

WHEN RULING ANY YEAR, or lesser period of the life it makes the native restless, anxious and dissatisfied, causing him to change his position, business or domicile. It marks an average but not over prosperous cycle.

ITS KEYNOTES are Change, Pleasure, Ambition and Discrimination.

## THE PATH OF DARKNESS—TYPHON.

IN THE CONSCIOUS REALM this Arcane symbolizes the Ignorance, Temptation and Fall of man, with their predetermined consequences in the hideous forms of Suffering, Destruction and Chaos.

IN THE MATERIAL REALM it symbolizes the Devil in man turned loose, holding in one hand the Torch of Destruction, and in the other the symbol of uncontrolled Passion, Hatred and Vice, while rough shod he tramples over the hopes, aspirations and rights of others, and destroys everything that is good in mankind, thus, reducing them to the level of the monstrous beasts which accompany him. It represents the consequences of uncontrolled passion, wrong-doing and misdirected will power.

THOSE RULED by this Arcane generally possess strong, thick, well-balanced bodies, medium stature, large broad faces, shallow complexions, dark curling hair, thick necks and dark eyes. They often suffer from ruptures, hemorrhoids, and complaints of the excretory system, heart and liver.

DISPOSITIONS. The higher types ruled by this Arcane are devoted in their loves and friendships, and are very reserved, vigilant, thorough, strong willed, modest and cautious. They have quick brilliant minds, good voices and are inclined to be religious and fond of study and science.

FAULTS AND PECULIARITIES. In their weak moments they are inclined to be cruel, suspicious, cunning, vindictive and indifferent to the mental and moral sufferings of others, and seem to take a delight in saying mean and hurtful things. They are great scolds, naggers and cranks, and when bad are thoroughly bad, thus, often bringing upon themselves and those dependent upon them suffering, ruin and destruction.

OCCUPATIONS. They make good Secretaries, Judges, Ministers, Public Speakers, who are especially successful in religious lines, Singers, Dramatic Artists, Painters, Commercial Artists, Music Teachers, Dealers in Women's Undergarments, Seamstresses, Upholsters, Engravers, and Dealers in Toilet Accessories.

WHEN RULING THE LIFE, this Arcane promises an ordinary but seldom successful career, success in occupation or business being offset by domestic and other troubles, which cause the native much unhappiness, hardship and misery.

WHEN RULING ANY YEAR, or lesser period of the life it promises trouble with and through others, danger to their children, domestic disagreements, changes and setbacks. It is a good time in which to be cautious, reduce expenses and to keep to ones self.

ITS KEYNOTES are Patience, Unexpected Losses through others, Reaction and Self-Indulgence.

## THE THUNDERBOLT—THE SHATTERED TOWER.

IN THE CONSCIOUS REALM this Arcane symbolizes the Tower and Power of the Conscience destroyed and laid in ruins as the result of Ignorance, Selfishness and Vice.

IN THE MATERIAL REALM it is symbolized by a lightning struck or Shattered Tower which represents the certain loss of character, position and respect that follows exaggerated pride, foolish ventures and voluntary misdeeds.

THOSE RULED by this Arcane usually have either quite short or very tall statures, weak bodies, pale faces, sleepy eyes, dark hair and ill-formed feet, and frequently suffer from intestinal troubles, gout, colds, tumorous affections, dropsy or contagious diseases. They should avoid rich sauces, pastries, starchy foods and drugs.

DISPOSITIONS. The higher types ruled by this Arcane are self-sacrificing, devoted, romantic, brave, frank and honorable. They are fond of geology, chemistry, music and frequently have considerable artistic talent.

FAULTS AND PECULIARITIES. In their weak moments they are inclined to be stubborn, grasping, over-confident and indolent. They are fond of speculating, careless in business, indulgent or too exacting with employees, inclined to wander and to let their opportunities slide by, and are given to deceit and imposing upon others through gaining and violating their confidence and using their friends for their own ends.

OCCUPATIONS. They make good Naval Officers, Soldiers, Chemists, Oil and Color Merchants and Manufacturers, Photographers, Sculptors, Painters, Surgeons, Founders, Secret Service Operators, Cattle Tenders, Agnostics, Theatrical Help, Clowns, and second-class Motion Picture Actors. This Arcane sometimes produces shrewd frauds of the most subtle character, Confidence Men and Quacks.

WHEN RULING THE LIFE, this Arcane promises success through schemes of one kind or another, or by mental occupations. The life is not only unusual but gives the native a series of ups and downs, and at some time or other brings marked troubles or misery into the life. While seldom broke for any length of time they cannot hold on to money or property. They frequently become exiled from their families and are subject to divorce, estrangements and the enmity of others. It never gives a successful or happy life as it is the most unfortunate of all Arcanes.

WHEN RULING ANY YEAR, or lesser period of the life it promises overthrow, financial ruin or death to those loved, bankruptcy, domestic trouble or luxury followed by unexpected reversals, which are usually the result of the native's own careless neglect or due to the secret enmity or jealousy of those in whom he has placed confidence.

ITS KEYNOTES are Ruin, Loss of Position, Catastrophe and Misery.



## Arcane 17.

### CHARON—CONVALESCENCE.

IN THE CONSCIOUS REALM this Arcane symbolizes the Hope and Illumination that follows Despair.

IN THE MATERIAL REALM it symbolizes Truth, unveiled or naked, inclining two turns toward earth from which she pours the Waters of Hope and the Fire of Illumination. It signifies that the native should hold tight to his faith as the ever-loving God will succor the afflicted and ferry them across the river of Despair, back to the clear, straight path of Life Eternal.

THOSE RULED by this Arcane are usually short, stocky, but not gracefully formed. They have thin to broad faces, thin beards, large eyes, weak knees, and are susceptible to rheumatism, dysentery and skin disturbances.

DISPOSITIONS. The higher types ruled by this Arcane are inclined to be reserved, determined in meeting obstacles, and show a keen interest in all family matters. They are devoted, honest, industrious, ambitious, tender and much respected for their good judgment, sound sense and splendid characters.

FAULTS AND PECULIARITIES. In their weak moments they are often gloomy, narrow-minded, suspicious and determined to succeed regardless of consequences, frequently indulging in underhand flatterings, and unnecessary changes, journeys and quarrels. They are also given to scolding and annoying their associates.

OCCUPATIONS. They make good Explorers, Attorneys, Clergymen, Physicians, Social Workers, Organizers, Aviators, Couriers, Commercial Travelers, Dealers in Property, Valuers, Assessors, Bank Clerks, Librarians, Ticket Brokers, Theatrical Managers, Professional Dancers, Designers, Small Drygoods Merchants and Manufacturers, Pawnbrokers, Housewives, Farmers, and with the more primitive type they are prone to irregular occupations.

WHEN RULING THE LIFE, this Arcane promises a moderately successful career, a pleasant home life, dutiful children, more than one marriage, church and social activities. They are fond of young people and inclined to dislike those older than themselves.

WHEN RULING ANY YEAR, or lesser period of the life it promises an uncertain but favorable period, change of home, occupation or position, many unexpected gains of a secondary nature and a happy progressive and constructive period generally.

ITS KEYNOTES are Hope, Faith, Illumination and Service.

## Arcane 18.

### THE GRAVE—TWILIGHT.

IN THE CONSCIOUS REALM this Arcane symbolizes Over-confidence, Treachery, Deception and the consequences of Evil Companionships.

IN THE MATERIAL REALM it symbolizes two Pyramids, one white representing the Illumination resulting from right thought and right conduct; while the other black personifies the forces of evil, false pride and self-delusion. This Arcane warns the native to trust only in God as the promises of 'fair weather' friends and those who would use him for their own benefits, hiding their treachery under the garb of flattery, only lead to misery and destruction.

THOSE RULED by this Arcane are usually of short stature, with rather lean bodies, ruddy complexions, small head and face, dark hair and light eyes. They are susceptible to over excitement and heart trouble, and should, therefore, avoid quarrelling, excitement, heavy lifting or overeating.

DISPOSITIONS. The higher types ruled by this Arcane are humorous, loyal, courageous, prudent and determined. They have a deep regard for their homes and make good parents and faithful friends.

FAULTS AND PECULIARITIES. In their weak moments they are inclined to melancholia, unprofitable associations with the opposite sex, over-confidence, rebellion against authority, fickleness, wasting their time and effort, or indulging in fanciful schemes that produce unnecessary trouble and suffering.

OCCUPATIONS. They make good Political Agents, Diplomats, Government Employees, Counsellors, Fanciful Writers, Dealers in Wool, Heavy Metals and Ordnance, Distributors on a large scale, Ship Chandlers, Dealers in Land, Property, Fish and Meats. They make attendants in all sorts of Institutions, Hospitals, Insane Asylums, Prisons, etc., and farmers and handlers of heavy materials.

WHEN RULING THE LIFE, this Arcane promises a constant struggle to get ahead and to maintain one's position. It brings domestic unhappiness, unprofitable associations with those of the other sex and often gives poor health to the native or offspring. It is not fortunate and those born under its rulership should be most cautious in the conducting of their affairs and relationship with others.

WHEN RULING ANY YEAR, or lesser period of the life it gives a false sense of security, quarrels with the opposite sex, unprofitable associations or partnerships, unstable income, heavy expenses in proportion to receipts, worry and often times illness of a serious nature.

ITS KEYNOTES are Over-confidence, Treachery, Deception, Evil Companionships and Trouble.

# RESURRECTION—LIGHT.

IN THE CONSCIOUS REALM this Arcane symbolizes Divine Help, the Return of the Prodigal, the Guiding Light of Sanity.

IN THE MATERIAL REALM it symbolizes Eros and Astarte holding each other by the hand encircled by a wreath of flowers which personifies the Content and Happiness that results from Right Conduct, Faith and Spiritual Perception and Reception.

THOSE RULED by this Arcane usually possess graceful, healthy bodies; medium height; light eyes; calm, happy contented faces; clear complexions and an active, well-poised carriage; and with temperate habits they should retain their faculties and health to a ripe old age.

DISPOSITIONS. All types ruled by this Arcane are kind, humane, dutiful and possess warm sympathies. They are thoughtful, easy to please, chivalrous, tolerant and hospitable. They take great pride in their homes, are often witty, usually marry when young, are inventive by nature, and successful because of their wholesomeness and charm with most everyone.

FAULTS AND PECULIARITIES. In their weak moments they are impulsive, somewhat slack, self-indulgent and faint-hearted, but support adversity with patience.

OCCUPATIONS. They make good Electricians, Scientists, Promoters, Painters, Ship Carpenters, Builders, Contractors, Real Estate Dealers for low lying land, Politicians, Clergymen, Generals, Senators, Treasurers, Social Leaders, Managers, Executives, Trustees and Professional Reformers, Literary Workers, Artists, Teachers and School Principals.

WHEN RULING THE LIFE, this Arcane promises a moderately prosperous but very happy life, a comfortable home and a respected place in the community or circle in which he lives.

WHEN RULING ANY YEAR, or lesser period of the life it gives moderate success in business, postponements, good reputation, fortunate associations, a happy marriage or partnership, promotion, preferment and satisfactory income.

ITS KEYNOTES are Good Fortune, Happiness, Contentment and Progress.

# THE DIVINE BREATH—PREPARATION.

IN THE CONSCIOUS REALM this Arcane symbolizes the Healing Power of the Godhead on the sorely tried Sun Soul of the previous Arcanes, healing his wounds, strengthening his spirits and preparing him for the final test symbolized by Arcane Twenty-One.

IN THE MATERIAL REALM it symbolizes an Angel whose head is surrounded by the Halo of Divine Love, calling to her by means of a trumpet, a man, a woman and little child as from a tomb, which personifies the re-awakening of the souls of those who have been put to sleep by error and reaction, which again signifies that those who hear and answer the call have a mission to perform and will be given the strength necessary to overcome all obstacles that lie in their path.

THOSE RULED by this Arcane are usually rather obese and short in stature. They have full round faces, pretty mouths, pale complexions, light or brown hair and are prone to consumption, infectious disorders, headaches and sometimes idiosyncrasy.

DISPOSITIONS. The higher types ruled by this Arcane have active, quick, intelligent brains, are gentle, kindhearted, chaste, contemplative, dignified and sincere. They will defend their friends whether they be right or wrong, have a strong love of music and art and are quick to see through the shams and delusions of others.

FAULTS AND PECULIARITIES. In their weaker moments they are inclined to be improvident, impractical and yearn for stimulants or excitement. When dissipated they are heartless and prone to be fanatical in their creed or dogma, narrow-minded, stubborn and unreasonable.

OCCUPATIONS. They make good Evangelists, Physicians, Foot Specialists, Shoe Manufacturers, Navigators, Nurses, Comedy Actors, Traveling Salespeople, Dealers in common commodities, Mediums, Drugists and Psychics.

WHEN RULING THE LIFE, this Arcane promises a marked rise in the life as compared to station at birth, many changes, journeys and ups and downs, but in the end he overcomes all obstacles and achieves a real and lasting success. It, however, frequently gives trouble in the domestic circle and home, and causes strong impulsive attachments to those of the opposite sex, and provided the native masters his profession or occupation it promises an unusual degree of success.

WHEN RULING ANY YEAR, or lesser period of the life it indicates hindrances and obstacles that the native will be able to overcome. It very frequently brings marriage or strong love affairs, changes in the home or position and before the end of the period unexpected gains or elevation.

ITS KEYNOTES are Power, Conquest, Reversal and Change.

## THE CROWNED SUN—THE UNIVERSE.

IN THE CONSCIOUS REALM this Arcane symbolizes the reward of Absolute Truth, Right Living and Spiritual Perception.

IN THE MATERIAL REALM it symbolizes the sun soul of Arcane One grown to maturity and cleansed by the path of Sacrifice which began at Arcane Twelve and ended with Arcane Eighteen. He is now back on the path ready for the final test which begins with this Arcane. For this test he is equipped with Opportunity, Power and Inspiration, and provided he keeps the Faith and has learned the lessons of the previous Arcanes, he is bound to succeed and achieve his goal.

THOSE RULED by this Arcane are usually of middle lean stature, possess fair complexions, light hair, quick bright eyes and a wealth of good health, being physically attractive and full of vitality. The throat is, however, rather delicate and they should avoid over-eating and loss of sleep.

DISPOSITIONS. The higher types ruled by this Arcane are obliging, courteous, brilliant mentally and very talented. They are fond of literature, music, the drama and are full of courage, energy and the will to attain by fair and honorable means.

FAULTS AND PECULIARITIES. In their weak moments those ruled by this Arcane are inclined to be headstrong, over-confident, reckless, extravagant, hot-tempered, self-indulgent and egotistic.

OCCUPATIONS. They make good Pioneers, Soldiers, Short-story Writers, Surgeons, Government Employees, Actors, Singers, Financiers, Railroad Executives, Astronomers, Musicians, Speculators, Stock Brokers, Municipal Employees and Officials, Advertising Men, Engineers, Carbuilders, Gardeners, Petroleum Manufacturers, and on account of their many sterling qualities they are able to adapt themselves to almost any line of business in which they will throw their whole heart and soul.

WHEN RULING THE LIFE, this Arcane promises marked advancement, usually wealth, and seldom fails to crown the native with dignities, honors and success.

WHEN RULING ANY YEAR, or lesser period of the life it promises a cycle of marked gains, advancement and honor. It seems to be the one period in which the native has the free will necessary to accomplish his ambitions and desires be they what they may.

ITS KEYNOTES are Success, Wealth, Honors and Self-direction.

## THE SLAVE—THE BLIND FOOL.

IN THE CONSCIOUS REALM this Arcane symbolizes Error, Folly, False Pride and Ignorance with their consequences, which are Restraint, Arrogance, Catastrophe and Final Destruction.

IN THE MATERIAL REALM this Arcane symbolizes a Blind Slave garbed as a Fool with a knapsack full of mistakes, wrong-doings and consequences, struggling along the edge of the precipice of destruction. It personifies the final end of all that is not good, and of those who, drunk with the valor of their ignorance and pride, persist in resisting the will of the Most High.

THOSE RULED by this Arcane are usually possessed of thick, flabby, short bodies, with pig-like eyes, dark hair and a pale, weak, sickly complexion. They are very susceptible to sudden attacks of illness and the maintaining of physical, mental and spiritual balance should be their chief study.

DESCRIPTIONS. The higher type ruled by this Arcane are very fond of travel, they love personal adornment, are very generous, philanthropic and frequently give away their all without a thought of the morrow.

FAULTS AND PECULIARITIES. In their weak moments those ruled by this Arcane are easily led astray, dislike to say no to anyone and bring all sorts of trouble on themselves by their extravagance and inclination to spend money at every opportunity. At these times they become slaves of the "Wanderlust," indulge in dissipation and sink down to associating with the lowest dregs of humanity.

OCCUPATIONS. They make good Salespeople, Importers, Exporters, Ship Owners, Supercargos, Demonstrators of Electrical Equipment, Machinery or Devices, and are especially adapted as officers and employees on coastwise vessels, harbour craft, and as seamen on the great lakes in which occupations they get the short and constant changes that seem necessary to this type.

WHEN RULING THE LIFE, this Arcane usually promises constant change of home and position, sharp periods of brilliant success followed by equally severe losses, and it is only towards the end of life that their conditions become fixed at which time they frequently become inmates of old peoples homes or dependent upon the charity and kindness of others.

WHEN RULING ANY YEAR, or lesser period of the life it promises sudden reversals due to over-confidence or the native's own folly, for during such periods he is decidedly radical, will not listen to advice and must have his own way regardless of consequences. Next to Arcane Sixteen this is the most unfortunate of all.

ITS KEYNOTES are Presumption, Folly, Entrapment and sudden Reversals.

## NOTES ON PLANETARY HOURS.

One of the most valuable discoveries made by the Ancients is that when the days are divided into hour divisions corresponding to the order of the days of the week, we are able to determine the nature of the events we will experience or contact at such times. Further observation and a careful recording of such experiences soon brought a realization that each planetary hour was favorable or unfavorable for the consummation of different purposes, and out of these observations has grown the system of reading such divisions in order that we may intelligently use each part of the day for those things or purposes which it proves.

Therefore, to find the nature of any hour turn to the tables of planetary hours as given on pages 41 to 59 inclusive, and after finding the day of the week at the top of the column ruling the day in question, locate the time or hour operative at the moment for which the tables are consulted and turn to the reading for the planet ruling that time. Example—To find the nature of any hour, note the time by your watch and if during the daylight saving period subtract one hour. Then turn to the planetary table for the month desired and under the head of the day of the week for which it is consulted you will find the name of the planet ruling that hour. Then by turning to the reading for that planet you will soon learn whether that time is favorable for your purpose.

Try them out. Apply them to your daily problems. Properly used they will prove a valuable aid in protecting you from loss or embarrassment and a substantial help towards attaining prosperity.

They will satisfy you that the scriptural maxim which says, "There is a time for everything," is true. We know of no other system which brings home this truth more simply or effectively than these ancient Planetary Hour Keys.

James Harvey, the prominent Scotch Astrologian, in a recent survey of their application to events, historical and individual, points out:

"The airship, Roma, was wrecked at Norfolk, Virginia on February 21, 1922 at 2:17 o'clock P. M. during the planetary hour of Mars."

"The English airship, R-38, was destroyed at Hull, England on August 24, 1921, at 5:41 o'clock P. M. during the planetary hour of Mars."

"At Los Angeles, California William Desmond Taylor was murdered on February 1, 1922 at 8 o'clock P. M. during the planetary hour of Venus." Harvey, therefore, asks, "Was it a man who did the deed?" Mark the reading for the hour of Venus.

"Lord Carnarvon died at Cairo, Egypt, on the 5th of April, 1923 at 1:57 o'clock A. M. during the planetary hour when Saturn ruled in that latitude."

"On March 12, 1923, during the hour of Mars, a friend of the writer employed a cashier for his store. The cashier proved so quarrelsome and dishonest that he had to be discharged." See reading for the planetary hour of Mars.

Another friend told me on April 6th, 1924 that he had just ended a pleasant and highly satisfactory conversation with a young lady and wished to know if I could describe his visitor. I looked up the time and found the hour was ruled by Venus and therefore, told him that the young lady in question was a person of moderate size, very attractive with large, beautiful eyes, long lashes and a fine pink and white complexion but that she was too fond of dress and pleasure and too extravagant to make a desirable wife and noting that his year was ruled by the Arcane 15, I advised him against marriage. He, however, married the party in question and was separated and divorced in less than seven months.

Another friend burst into my office one day and wanted to know if I could tell him the nature of a windfall he had just received. The date was August 7, 1923. The hour was ruled by Jupiter so I told him his employer who was a large, jovial, kindly man had just conceded a long sought increase in salary, which turned out to be the fact. See reading for the hour of Jupiter.

These planetary hours will answer any questions relating to conditions, dispositions an physical appearance of people. They can be used for providing answers for all sorts of questions and problems and when properly applied in conjunction with the 22 Arcanes of the Tree of Life, they constitute a system of incalculable value to all earnest students.

In closing the writer wishes to acknowledge his indebtedness to Papus, Eliphas Levi, Peek, Sepharial Eyre, Hatfield, Heydon and others whose years of patient research and valuable hints enabled him to develop and perfect the system hereinbefore outlined.

Additional suggestions for the practical use of this little manual will be found in the Summary at the end of the book. Read them and master every detail. Try them out on your own experiences and those of friends and members of your family and when you have become convinced of their genuineness, apply them to convince others of the Truth, for by showing those in trouble the good eras ahead, you can do much to relieve their despondency and help them to face their future with courage and confidence.

JANUARY (Any year)

Morning Hours — (Midnight to Noon)

Col. 1	Sund'y	Mon'd'y	Tues.	Wed.	Thurs.	Frid.	Sat'd'y	Col. 2
12.08	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	Venus	12.08
1.20	Jupl.	Venus	Sat'n	Sun	Moon	Mars	Merc.	1.18
2.32	Mars.	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	2.28
3.44	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	3.38
4.56	Venus	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	4.53
6.09	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	6.00
7.21	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	7.09
8.09	Venus	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	8.00
8.57	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	8.49
9.45	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	9.38
10.33	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	Venus	10.28
11.21	Jupl.	Venus	Sat'n	Sun	Moon	Mars	Merc.	11.18

Afternoon Hours — (Noon to Midnight)

12.08	Mars	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	12.08
1.48	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	1.48
2.37	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	2.37
3.27	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	3.27
4.17	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	4.17
5.07	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	5.07
5.97	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	5.97
6.87	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	6.87
7.77	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	7.77
8.67	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	8.67
9.57	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	9.57
10.47	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	10.47

Use column 1 for all points NORTH of a line passing thru Washington, D. C., St. Louis and San Francisco.

Use column 2 for all places SOUTH of this line.

Subtract one hour for Daylight Saving Time where and when used.

FEBRUARY

Morning Hours — (Midnight to Noon)

Col. 1	Sund'y	Mon'd'y	Tues.	Wed.	Thurs.	Frid.	Sat'd'y	Col. 2
12.15	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	Venus	12.15
1.23	Jupl.	Venus	Sat'n	Sun	Moon	Mars	Merc.	1.21
2.31	Mars	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	2.27
3.39	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	3.34
4.46	Venus	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	4.40
5.54	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	5.46
7.02	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	7.47
8.10	Venus	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	8.53
9.18	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	9.47
10.26	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	10.24
11.34	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	Venus	11.21

Afternoon Hours — (Noon to Midnight)

12.15	Mars	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	12.15
1.07	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	1.07
2.01	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	2.01
2.55	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	2.55
3.49	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	3.43
4.43	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	4.36
5.36	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	5.36
6.30	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	6.23
7.24	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	7.17
8.18	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	8.11
9.12	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	9.05
10.06	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	9.59
11.00	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	Venus	10.52

Use column 1 for all points NORTH of a line passing thru Washington, D. C., St. Louis and San Francisco.

Use column 2 for all places SOUTH of this line.

Subtract one hour for Daylight Saving Time where and when used.

MARCH

Morning Hours — (Midnight to Noon)

Col. 1	Sund'y	Mon'd'y	Tues.	Wed.	Thurs.	Frid.	Sat'd'y	Col. 2
12 11	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	Venus	12 11
1 13	Jupl.	Venus	Sat'n	Sun	Moon	Mars	Merc.	1 13
2 15	Mars	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	2 14
3 17	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	3 15
4 18	Venus	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	4 16
5 20	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	5 18
6 22	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	6 19
7 20	Venus	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	7 18
8 18	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	8 15
9 17	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	Sun	9 13
10 15	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	Venus	10 14
11 13	Jupl.	Venus	Sat'n	Sun	Moon	Mars	Merc.	11 16

Afternoon Hours — (Noon to Midnight)

12 11	Mars	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	12 11
1 10	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	1 10
2 08	Venus	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	2 09
3 06	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	3 08
4 04	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	Sun	4 06
5 03	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	Venus	5 05
6 01	Jupl.	Venus	Sat'n	Sun	Moon	Mars	Merc.	6 04
7 03	Mars	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	7 05
8 04	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	8 06
9 06	Venus	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	9 08
10 08	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	10 09
11 10	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	Sun	11 10

Use column 1 for all points NORTH of a line passing thru Washington, D. C., St. Louis and San Francisco.

Use column 2 for all places SOUTH of this line.

Subtract one hour for Daylight Saving Time where and when used.

APRIL

Morning Hours — (Midnight to Noon)

Col. 1	Sund'y	Mon'd'y	Tues.	Wed.	Thurs.	Frid.	Sat'd'y	Col. 2
12 03	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	Venus	12 03
12 59	Jupl.	Venus	Sat'n	Sun	Moon	Mars	Merc.	12 59
1 54	Mars	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	1 54
2 49	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	2 50
3 44	Venus	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	3 46
4 39	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	4 41
5 34	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	5 37
6 39	Venus	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	6 41
7 44	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	7 46
8 49	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	Sun	8 50
9 54	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	Venus	9 54
10 59	Jupl.	Venus	Sat'n	Sun	Moon	Mars	Merc.	10 59

Afternoon Hours — (Noon to Midnight)

12 03	Mars	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	12 03
1 08	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	1 07
2 13	Venus	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	2 12
3 18	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	3 16
4 23	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	Venus	4 20
5 28	Jupl.	Venus	Sat'n	Sun	Moon	Mars	Merc.	5 25
6 33	Mars	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	6 29
7 38	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	7 25
8 43	Venus	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	8 20
9 48	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	9 16
10 53	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	Sun	10 12
11 08	Jupl.	Venus	Sat'n	Sun	Moon	Mars	Merc.	11 07

Use column 1 for all points NORTH of a line passing thru Washington, D. C., St. Louis and San Francisco.

Use column 2 for all places SOUTH of this line.

Subtract one hour for Daylight Saving Time where and when used.

MAY

Morning Hours — (Midnight to Noon)

Col. 1	Sund'y	Mon'd'y	Tues.	Wed.	Thurs.	Frid.	Sat'd'y	Col. 2
11.58	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	Venus	11.58
12.47	Jupl.	Venus	Sat'n	Sun	Moon	Mars	Merc.	12.48
1.36	Mars	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	1.39
2.25	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	2.30
3.15	Venus	Sun	Moon	Mars	Merc.	Jupl.	Venus	3.20
4.04	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	4.11
4.53	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	5.02
6.04	Venus	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	6.11
7.15	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	7.20
8.25	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	8.39
9.36	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	Venus	9.59
10.47	Jupl.	Venus	Sat'n	Sun	Moon	Mars	Merc.	10.46

Afternoon Hours — (Noon to Midnight)

11.58	Mars	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	11.58
1.08	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	1.07
2.20	Venus	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	2.16
3.31	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	3.25
4.41	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	Sun	4.34
5.52	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	Venus	5.43
7.03	Jupl.	Venus	Sat'n	Sun	Moon	Mars	Merc.	6.53
8.14	Mars	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	7.44
9.31	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	8.34
10.20	Venus	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	9.25
11.09	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	10.16
	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	Sun	11.07

Use column 1 for all points NORTH of a line passing thru Washington, D. C., St. Louis and San Francisco.

Use column 2 for all places SOUTH of this line.

Subtract one hour for Daylight Saving Time where and when used.

JUNE

Morning Hours — (Midnight to Noon)

Col. 1	Sund'y	Mon'd'y	Tues.	Wed.	Thurs.	Frid.	Sat'd'y	Col. 2
12.01	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	Venus	12.01
12.47	Jupl.	Venus	Sat'n	Sun	Moon	Mars	Merc.	12.50
1.32	Mars	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	1.37
2.18	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	2.25
3.03	Venus	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	3.13
3.49	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	4.01
4.34	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	4.48
5.49	Venus	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	6.00
7.03	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	7.13
8.18	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	8.25
9.32	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	Venus	9.37
10.47	Jupl.	Venus	Sat'n	Sun	Moon	Mars	Merc.	10.50

Afternoon Hours — (Noon to Midnight)

12.01	Mars	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	12.01
1.16	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	1.14
2.31	Venus	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	2.27
3.45	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	3.39
5.00	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	Sun	4.51
6.14	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	Venus	6.03
7.29	Jupl.	Venus	Sat'n	Sun	Moon	Mars	Merc.	7.16
8.14	Mars	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	8.04
9.00	Sun	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	8.51
9.45	Venus	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	9.39
10.31	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	10.27
11.16	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	Sun	11.14

Use column 1 for all points NORTH of a line passing thru Washington, D. C., St. Louis and San Francisco.

Use column 2 for all places SOUTH of this line.

Subtract one hour for Daylight Saving Time where and when used.

JULY

Morning Hours — (Midnight to Noon)

Col. 1	Sund'y	Mon'd'y	Tues.	Wed.	Thurs.	Frid.	Sat'd'y	Col. 2
12.06	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	Venus	12.06
12.52	Jupl.	Merc.	Sat'n	Venus	Moon	Mars	Merc.	12.54
1.38	Mars	Jupl.	Moon	Merc.	Sat'n	Sun	Venus	1.42
2.23	Sun	Merc.	Mars	Sat'n	Jupl.	Venus	Moon	2.30
3.09	Venus	Sat'n	Sun	Moon	Mars	Merc.	Sat'n	3.18
3.55	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	4.07
4.41	Sun	Moon	Mars	Sat'n	Jupl.	Venus	Moon	4.55
5.25	Venus	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	6.07
6.09	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	7.19
6.23	Sun	Merc.	Mars	Sat'n	Jupl.	Venus	Moon	8.30
7.09	Moon	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	9.42
7.52	Sat'n	Sun	Merc.	Mars	Sat'n	Jupl.	Venus	10.54
10.52	Jupl.	Venus	Sat'n	Sun	Moon	Mars	Merc.	

Afternoon Hours — (Noon to Midnight)

12.06	Mars	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	12.06
1.28	Sun	Moon	Mars	Jupl.	Venus	Sat'n	Merc.	1.18
2.03	Venus	Sat'n	Sun	Moon	Mars	Jupl.	Venus	2.30
2.48	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	3.41
3.08	Sat'n	Sun	Moon	Mars	Jupl.	Venus	Sat'n	4.53
4.11	Sun	Merc.	Mars	Sat'n	Jupl.	Venus	Moon	6.05
5.11	Jupl.	Venus	Sat'n	Sun	Moon	Mars	Jupl.	7.17
6.06	Mars	Jupl.	Venus	Sat'n	Sun	Moon	Mars	8.05
6.48	Sun	Moon	Mars	Jupl.	Venus	Sat'n	Merc.	8.53
7.34	Venus	Sat'n	Sun	Moon	Mars	Jupl.	Venus	9.41
8.26	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	10.30
10.34	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	Sun	11.18

Use column 1 for all points NORTH of a line passing thru Washington, D. C., St. Louis and San Francisco.

Use column 2 for all places SOUTH of this line.

Subtract one hour for Daylight Saving Time where and when used.

AUGUST

Morning Hours — (Midnight to Noon)

Col. 1	Sund'y	Mon'd'y	Tues.	Wed.	Thurs.	Frid.	Sat'd'y	Col. 2
12.05	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	Venus	12.05
12.56	Jupl.	Merc.	Sat'n	Venus	Moon	Mars	Merc.	12.57
1.46	Mars	Jupl.	Moon	Merc.	Sat'n	Sun	Venus	1.49
2.36	Sun	Merc.	Mars	Sat'n	Jupl.	Venus	Moon	2.40
3.26	Venus	Sat'n	Sun	Moon	Mars	Merc.	Sat'n	3.32
4.16	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	4.23
5.06	Sun	Moon	Mars	Sat'n	Jupl.	Venus	Moon	5.15
5.16	Venus	Sat'n	Sun	Moon	Mars	Merc.	Jupl.	6.23
6.16	Mars	Jupl.	Venus	Sat'n	Sun	Moon	Mars	7.31
7.26	Merc.	Jupl.	Venus	Sat'n	Jupl.	Venus	Moon	8.40
8.36	Moon	Mars	Merc.	Jupl.	Sat'n	Moon	Mars	9.49
9.46	Sat'n	Sun	Merc.	Mars	Sat'n	Jupl.	Venus	10.57
10.56	Jupl.	Venus	Sat'n	Sun	Moon	Mars	Merc.	

Afternoon Hours — (Noon to Midnight)

12.05	Mars	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	12.05
1.16	Sun	Moon	Mars	Jupl.	Venus	Sat'n	Merc.	1.14
2.26	Venus	Sat'n	Sun	Moon	Mars	Jupl.	Venus	2.22
3.36	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	3.31
4.46	Moon	Mars	Jupl.	Venus	Sat'n	Sun	Moon	4.39
5.56	Sat'n	Sun	Moon	Mars	Jupl.	Venus	Sat'n	5.48
7.06	Jupl.	Venus	Sat'n	Sun	Moon	Mars	Jupl.	6.56
7.56	Mars	Jupl.	Venus	Sat'n	Sun	Moon	Mars	7.48
8.46	Sun	Moon	Mars	Jupl.	Venus	Sat'n	Merc.	8.39
9.36	Venus	Sat'n	Sun	Moon	Mars	Jupl.	Venus	9.31
10.26	Merc.	Jupl.	Venus	Sat'n	Sun	Moon	Mars	10.22
11.16	Moon	Mars	Merc.	Jupl.	Venus	Sat'n	Sun	11.14

Use column 1 for all points NORTH of a line passing thru Washington, D. C., St. Louis and San Francisco.

Use column 2 for all places SOUTH of this line.

Subtract one hour for Daylight Saving Time where and when used.



SEPTEMBER

Morning Hours — (Midnight to Noon)

Col. 1	Sund'y	Mon'd'y	Tues.	Wed.	Thurs.	Frid.	Sat'd'y	Col. 2
11.58	Sat'n	Sun	Moon	Mars	Merc.	Jup't.	Venus	11.58
12.54	Jup't.	Venus	Sat'n	Sun	Moon	Mars	Merc.	12.54
1.50	Merc.	Moon	Jup't.	Venus	Sat'n	Sun	Moon	1.52
2.46	Sun	Mars	Merc.	Moon	Jup't.	Venus	Sat'n	2.48
3.42	Venus	Sat'n	Sun	Mars	Merc.	Jup't.	Venus	3.45
4.38	Merc.	Moon	Venus	Sat'n	Sun	Mars	Merc.	4.42
5.34	Sun	Mars	Moon	Jup't.	Venus	Sat'n	Sun	5.39
6.38	Venus	Sat'n	Sun	Mars	Merc.	Jup't.	Venus	6.42
7.42	Merc.	Jup't.	Venus	Sat'n	Sun	Mars	Merc.	7.45
8.46	Moon	Mars	Merc.	Jup't.	Venus	Sat'n	Sun	8.48
9.50	Sat'n	Sun	Mars	Moon	Jup't.	Venus	Sat'n	9.51
10.54	Jup't.	Venus	Sat'n	Sun	Mars	Merc.	Jup't.	10.54

Afternoon Hours — (Noon to Midnight)

11.58	Mars	Merc.	Jup't.	Venus	Sat'n	Sun	Moon	11.58
1.02	Sun	Mars	Moon	Jup't.	Venus	Sat'n	Sun	1.01
2.07	Venus	Sat'n	Sun	Mars	Merc.	Jup't.	Venus	2.04
3.11	Merc.	Jup't.	Venus	Sat'n	Sun	Mars	Merc.	3.07
4.15	Moon	Mars	Merc.	Jup't.	Venus	Sat'n	Sun	4.11
5.19	Sat'n	Sun	Mars	Moon	Jup't.	Venus	Sat'n	5.14
6.23	Jup't.	Venus	Sat'n	Sun	Mars	Merc.	Jup't.	6.17
7.18	Mars	Moon	Jup't.	Venus	Sat'n	Sun	Mars	7.14
8.15	Sun	Mars	Merc.	Jup't.	Venus	Sat'n	Sun	8.11
9.11	Venus	Sat'n	Sun	Mars	Merc.	Jup't.	Venus	9.07
10.07	Merc.	Jup't.	Venus	Sat'n	Sun	Mars	Merc.	10.04
11.01	Moon	Mars	Merc.	Jup't.	Venus	Sat'n	Sun	11.01

Use column 1 for all points NORTH of a line passing thru Washington, D. C., St. Louis and San Francisco.

Use column 2 for all places SOUTH of this line.

Subtract one hour for Daylight Saving Time where and when used.

OCTOBER

Morning Hours — (Midnight to Noon)

Col. 1	Sund'y	Mon'd'y	Tues.	Wed.	Thurs.	Frid.	Sat'd'y	Col. 2
11.48	Sat'n	Sun	Moon	Mars	Merc.	Jup't.	Venus	11.48
12.50	Jup't.	Venus	Sat'n	Sun	Moon	Mars	Merc.	12.50
1.53	Mars	Merc.	Jup't.	Venus	Sat'n	Sun	Moon	1.52
2.56	Sun	Moon	Mars	Merc.	Jup't.	Venus	Sat'n	2.54
3.59	Venus	Sat'n	Sun	Mars	Merc.	Jup't.	Venus	3.57
5.01	Merc.	Jup't.	Venus	Sat'n	Sun	Mars	Merc.	4.59
6.05	Sun	Moon	Mars	Merc.	Jup't.	Venus	Sat'n	6.01
7.02	Venus	Sat'n	Sun	Mars	Merc.	Jup't.	Venus	6.59
7.59	Merc.	Jup't.	Venus	Sat'n	Sun	Mars	Merc.	7.57
8.55	Moon	Mars	Merc.	Jup't.	Venus	Sat'n	Sun	8.54
9.52	Sat'n	Sun	Mars	Moon	Jup't.	Venus	Sat'n	9.52
10.50	Jup't.	Venus	Sat'n	Sun	Mars	Merc.	Jup't.	10.50

Afternoon Hours — (Noon to Midnight)

11.48	Mars	Merc.	Jup't.	Venus	Sat'n	Sun	Moon	11.48
12.43	Sun	Mars	Moon	Jup't.	Venus	Sat'n	Sun	12.46
1.51	Venus	Sat'n	Sun	Mars	Merc.	Jup't.	Venus	1.44
2.40	Merc.	Jup't.	Venus	Sat'n	Sun	Mars	Merc.	2.41
3.37	Moon	Mars	Merc.	Jup't.	Venus	Sat'n	Sun	3.39
4.33	Sat'n	Sun	Mars	Moon	Jup't.	Venus	Sat'n	4.37
5.29	Jup't.	Venus	Sat'n	Sun	Mars	Merc.	Jup't.	5.35
6.33	Mars	Moon	Jup't.	Venus	Sat'n	Sun	Mars	6.37
7.36	Sun	Mars	Merc.	Jup't.	Venus	Sat'n	Sun	7.39
8.40	Venus	Sat'n	Sun	Mars	Merc.	Jup't.	Venus	8.41
9.43	Merc.	Jup't.	Venus	Sat'n	Sun	Mars	Merc.	9.44
10.45	Moon	Mars	Merc.	Jup't.	Venus	Sat'n	Sun	10.46

Use column 1 for all points NORTH of a line passing thru Washington, D. C., St. Louis and San Francisco.

Use column 2 for all places SOUTH of this line.

Subtract one hour for Daylight Saving Time where and when used.

NOVEMBER

Morning Hours — (Midnight to Noon)

Col. 1	Sund'y	Mon'd'y	Tues.	Wed.	Thurs.	Frid.	Sat'd'y	Col. 2
11.45	Sat'n	Sun	Mo'on	Mars	Merc.	Jup't.	Venus	11.45
12.54	Jup't.	Venus	Sat'n	Sun	Mo'on	Mars	Merc.	12.53
2.03	Mars	Merc.	Jup't.	Venus	Sat'n	Sun	Mo'on	2.00
3.12	Sun	Mo'on	Mars	Merc.	Jup't.	Venus	Sat'n	3.07
4.20	Venus	Sat'n	Sun	Mo'on	Mars	Merc.	Jup't.	4.14
5.29	Merc.	Jup't.	Venus	Sat'n	Sun	Mo'on	Mars	5.22
6.38	Sun	Mo'on	Mars	Merc.	Jup't.	Venus	Sat'n	6.29
7.29	Venus	Sat'n	Sun	Mo'on	Mars	Merc.	Jup't.	7.21
8.20	Merc.	Jup't.	Venus	Sat'n	Sun	Mo'on	Mars	8.14
9.12	Sun	Mo'on	Mars	Merc.	Jup't.	Venus	Sat'n	9.07
10.03	Sat'n	Sun	Mo'on	Mars	Merc.	Jup't.	Venus	10.00
10.54	Jup't.	Venus	Sat'n	Sun	Mo'on	Mars	Merc.	10.53

DECEMBER

Morning Hours — (Midnight to Noon)

Col. 1	Sund'y	Mon'd'y	Tues.	Wed.	Thurs.	Frid.	Sat'd'y	Col. 2
11.57	Sat'n	Sun	Mo'on	Mars	Merc.	Jup't.	Venus	11.57
1.10	Jup't.	Venus	Sat'n	Sun	Mo'on	Mars	Merc.	1.07
2.22	Mars	Merc.	Jup't.	Venus	Sat'n	Sun	Mo'on	2.18
3.35	Sun	Mo'on	Mars	Merc.	Jup't.	Venus	Sat'n	3.28
4.48	Venus	Sat'n	Sun	Mo'on	Mars	Merc.	Jup't.	4.38
5.01	Merc.	Jup't.	Venus	Sat'n	Sun	Mo'on	Mars	5.49
6.01	Sun	Mo'on	Mars	Merc.	Jup't.	Venus	Sat'n	6.59
7.13	Venus	Sat'n	Sun	Mo'on	Mars	Merc.	Jup't.	7.49
8.01	Merc.	Jup't.	Venus	Sat'n	Sun	Mo'on	Mars	8.38
8.48	Sun	Mo'on	Mars	Merc.	Jup't.	Venus	Sat'n	9.28
9.35	Mo'on	Mars	Merc.	Jup't.	Venus	Sat'n	Sun	10.18
10.22	Sat'n	Venus	Sat'n	Sun	Mo'on	Mars	Merc.	11.07
11.10	Jup't.	Venus	Sat'n	Sun	Mo'on	Mars	Merc.	11.07

Afternoon Hours — (Noon to Midnight)

11.45	Mars	Merc.	Jup't.	Venus	Sat'n	Sun	Mo'on	11.45
12.37	Sun	Mo'on	Mars	Merc.	Jup't.	Venus	Sat'n	12.38
1.28	Venus	Sat'n	Sun	Mo'on	Mars	Merc.	Jup't.	1.31
2.19	Merc.	Jup't.	Venus	Sat'n	Sun	Mo'on	Mars	2.24
3.10	Sun	Mo'on	Mars	Merc.	Jup't.	Venus	Sat'n	3.16
4.02	Sat'n	Sun	Mo'on	Mars	Merc.	Jup't.	Venus	4.09
4.53	Jup't.	Venus	Sat'n	Sun	Mo'on	Mars	Merc.	5.02
5.02	Mars	Merc.	Jup't.	Venus	Sat'n	Sun	Mo'on	6.06
6.10	Sun	Mo'on	Mars	Merc.	Jup't.	Venus	Sat'n	7.16
7.10	Venus	Sat'n	Sun	Mo'on	Mars	Merc.	Jup't.	8.24
8.19	Merc.	Jup't.	Venus	Sat'n	Sun	Mo'on	Mars	9.31
9.28	Sun	Mo'on	Mars	Merc.	Jup't.	Venus	Sat'n	10.38
10.37	Mo'on	Mars	Merc.	Jup't.	Venus	Sat'n	Sun	10.38

Afternoon Hours — (Noon to Midnight)

11.57	Mars	Merc.	Jup't.	Venus	Sat'n	Sun	Mo'on	11.57
12.44	Sun	Mo'on	Mars	Merc.	Jup't.	Venus	Sat'n	12.47
1.31	Venus	Sat'n	Sun	Mo'on	Mars	Merc.	Jup't.	1.36
2.29	Merc.	Jup't.	Venus	Sat'n	Sun	Mo'on	Mars	2.30
3.16	Mo'on	Mars	Merc.	Jup't.	Venus	Sat'n	Sun	3.16
3.54	Sat'n	Sun	Mo'on	Mars	Merc.	Jup't.	Venus	4.05
4.41	Jup't.	Venus	Sat'n	Sun	Mo'on	Mars	Merc.	4.55
5.54	Mars	Merc.	Jup't.	Venus	Sat'n	Sun	Mo'on	6.05
6.54	Sun	Mo'on	Mars	Merc.	Jup't.	Venus	Sat'n	7.16
7.06	Venus	Sat'n	Sun	Mo'on	Mars	Merc.	Jup't.	8.26
8.19	Merc.	Jup't.	Venus	Sat'n	Sun	Mo'on	Mars	9.36
9.32	Mo'on	Mars	Merc.	Jup't.	Venus	Sat'n	Sun	10.47
10.44	Mo'on	Mars	Merc.	Jup't.	Venus	Sat'n	Sun	10.47

Use column 1 for all points NORTH of a line passing thru Washington, D. C., St. Louis and San Francisco.

Use column 2 for all places SOUTH of this line.

Subtract one hour for Daylight Saving Time where and when used.

Use column 1 for all points NORTH of a line passing thru Washington, D. C., St. Louis and San Francisco.

Use column 2 for all places SOUTH of this line.

Subtract one hour for Daylight Saving Time where and when used.

## JUPITER.

"Jupiter, the lustrous, lordeth now,  
And the dark work, complete of preparation,  
He draws by force into the realm of light."

—Schiller.

**THE HOUR OF JUPITER** is positive and fortunate. It relates to all precious objects and worldly matters, is favorable to all new undertakings and during this period one should attend to all matters of a charitable, legal, clerical or public nature. Nearly everyone is disposed to exercise better judgment and to be generous, sympathetic, genuine and upright during this most fortunate of all planetary hours which is known as the **HOUR OF GOOD FORTUNE**.

**THIS HOUR** is favorable for seeking loans, credits, mortgages or favors. It is a good period in which to visit lawyers, physicians, educators, politicians and charitable persons; to deal with bankers, merchants, judges, moneyed people and cashiers, to commence new undertakings, open new stores and offices or to deal with commercial salesmen, brokers, and agents. In fact, nearly all matters begun during this period result favorably. It is an especially good period in which to compromise difficulties with others.

**PEOPLE** brought in contact with you during this period are usually of good size with clear complexions, frank, open eyes and large foreheads. Their manner is free, open, generous and upright. They are fond of animals, despise cliques, low or mean acts and when their confidence is lost, it is seldom regained.

**ILLNESS** brought to your attention during this hour is usually due to blood or liver disturbances, apoplexy from high living, inflammation of the lungs, cramps, catarrh or connected with the veins, ribs, arteries or digestive organs.

**CONVERSATION OR LETTERS RECEIVED** during this hour will generally refer to legal, charitable, financial or public matters or relate to subjects associated with precious metals or objects, traffic, profit, banks, brokers, merchants, judges, moneyed people, big politicians, new enterprises or undertakings, building, education, religion, fine animals, large public movements or projects.

**FOR ARTICLES LOST** during this hour, look **NORTHEAST**. They may be recovered again if your day and week values are good, (see Part No. 1), by hard search or threatening attitudes.

## VENUS.

"Lo! in the painted oriel of the West,  
Whose panes the sunken sun incarnadines,  
Like a fair lady at her casement, shines  
The evening star, the star of love and rest."  
—Longfellow.

**THE HOUR OF VENUS** is feminine and fortunate. It relates to all matter connected with love, marriage, pleasure, heart, music, dress, ornamentations, the theatre, social gatherings, etc. It is known as the **HOUR OF LOVE and PLEASURE**.

**THIS HOUR** is favorable for gain through dealing in commodities that appeal to the public taste, such as —perfumes, delicacies, amusements, theatre, women's clothing, dress accessories, and ornaments. It is a good time in which to deal with hotel keepers, housewives, restaurant, managers, dressmakers, milliners, jewelers, furniture dealers, tailors, florists, nurses, musicians and artists, to cultivate new friends, court women enter a man's house or to begin any business relating to women's apparel or to start on a short journey or to take medicine and have dealings with females in general.

**PEOPLE** brought in contact with you during this hour are usually of moderate height with plump bodies, fair, pinkish complexions, large handsome eyes, long dark eyelashes, full red lips, the upper larger than the lower and are of a sunny disposition. They are fond of dress, pleasure and the opposite sex and generally are jealous of those whom they love.

**ILLNESS** brought to your attention is usually due to female complaints or sickness associated with the kidneys, throat or flesh, due to excess of some sort.

**CONVERSATION OR LETTERS RECEIVED** during this hour usually relate to pleasure, women, company, marriage, courtship, places of amusement, dress, nurses, furniture, adornments or other subjects ruled by this hour.

**FOR ARTICLES LOST** during this hour, look **SOUTHEAST**, and if your day value is good, (see Part No. 1), they will be found.

## MERCURY.

"Hermes, nothing loth  
Obed the Aegis-bearer's will—for he  
is able to persuade all easily."

**THE HOUR OF MERCURY** is masculine, fortunate and changeable. It relates to intellectual matters, gives mental activity but is very sensitive and quite impressionable. Most people during this hour are usually active mentally and physically and it is favorable for matters that can be quickly closed and for all forms of study, invention and science. It is known as the **HOUR OF INTELLECTUAL AND NERVOUS AWARDED.**

**THIS HOUR** is favorable for signing of papers, the writing of letters, advertisements, and contracts; to begin studies, buy books, send messengers or messages, deal with attorneys, architects, notaries, scientists, teachers, printers, publishers, editors, newspapers, advertisers, commission men, creditors, reports, and young people. It is also a good time to begin a building, to buy houses, to graft or plant, to begin short journeys, to lend or borrow money, to ask advice or favors from wealthy or prominent persons. It is good for making minor changes or dealing with neighbors, relatives, musicians and servants.

**PEOPLE** brought in contact with you during this period are usually slender and tall with longish faces that are often freckled. They have high deep foreheads, often hazel eyes and are quick and nervous in their movements. Their manner is nervous and worried, their voice shrill and sharp, their fingers long and slender and such people are seldom entirely well.

**ILLNESS** brought to your attention during this hour is usually connected with the vital organs—the tongue, brain, hands or moving parts of the body and is often accompanied by stammering, hoarseness or coughs.

**CONVERSATION or LETTERS RECEIVED** during this hour will generally refer to active or enjoyable subjects connected with social, literary, scientific, educational or other matters ruled by this hour.

**FOR ARTICLES LOST** during this hour, look **NORTH** and if your day and week values are favorable, (see Part No. 1), such articles will be recovered.

## SUN

"Most glorious orb! that wert a worship, ere  
The mystery of their making was reveal'd!  
Thou earliest minister of the Almighty,  
Which gladden'd on their mountain-tops the hearts  
Of the Chaldaean shepherds, till they pour'd  
Themselves in orisons!"

—Byron.

**THE HOUR OF THE SUN** is positive, masculine but only semi-fortunate. It relates to and is good for all vital, dignified, government, public or political matters but is unfavorable for the beginning of the erection of buildings, moving into a new house, office or store, putting on new clothing or dealing with the feminine sex. It is known as the **HOUR OF HONOR, PRIDE and POWER.**

**THIS HOUR** is favorable for seeking employment, promotion, preferment, popularity, friends or dealing with government officials, senators, representatives, mayors, trustees and prominent persons generally.

**PEOPLE** brought in contact with you during this hour are usually rather large of body, possess broad shoulders, large heads, a ruddy complexion, full grey eyes, brown hair and a deep strong voice. They are inclined to be proud and commanding, somewhat slow to anger but dangerous when aroused. They are fond of children, honor, power and position. They make good friends and are generous enemies.

**ILLNESS** brought to your attention during this hour will generally relate to sudden fainting spells, palpitation of the heart, heart disease, conjunctivitis, quinsy, epidemic fever, neuralgia, dysentery, dropsy and other acute complaints.

**CONVERSATION or LETTERS RECEIVED** during this period will generally refer to business matters, public characters, honors, preferment, promotion, government, state or municipal political affairs and such other matters as are ruled by the sun.

**FOR ARTICLES LOST** during this hour, look **EASTWARD**. They may be recovered at the full moon, provided your day value, (see Part No. 1) is favorable.

## MOON.

"To the blanc Moon  
Her office they prescrib'd."  
—Milton.

THE HOUR of the MOON is feminine, changeable and unsettled. Therefore, promises made during this hour are not to be relied upon and should you be inclined to seek relief during this period, stick it out until the hour of Jupiter rises. This hour relates to all common and changeable matters, people and things, such as—travels, renewals, visitors, agents, liquids and uncertain or indefinite problems. It is known as the HOUR of TRAVEL and CHANGE.

THIS HOUR is good for travel and bringing about favorable conditions as the minds of most people are unsettled or wavering during this period. They are, therefore, more easily influenced than at other times. It is good for all forms of water sports and dealings that are not of a binding nature but all matters or decisions favorable to your interest should be clinched at once for unless this is done, opinions will be changed and the opportunity lost. It is not a good hour in which to purchase small animals, such as pigs, sheep, goats, dogs or cats and you should avoid taking medicine, lending money or making new clothing during this period.

PEOPLE brought in contact with you during this hour are of moderate size, pale or dusky complexions, possess full, large, light eyes, brown hair and frequently have a peculiar walk. They are generally restless, fickle and changeable, never long contented, fond of travelling and rambling about and only too often they are unsteady in their habits.

ILLNESS brought to your attention during this hour generally relates to colic, stomachache, convulsions, measles, shortness of breath, rotten coughs, bladder and eye complaints.

CONVERSATION or LETTERS RECEIVED during this hour will generally refer to travel, liquids, removals, changes, unsettled state of affairs, women visitors, and all things of a common or changeable nature.

FOR ARTICLES LOST during this hour, look to the NORTHEAST. You will find them generally mislaid and easily recoverable.

## MARS

"Is it the tender star of love,  
The star of love and dreams?  
Oh no! from that blue tent above  
A hero's armour gleams."  
—Longfellow.

THE HOUR of MARS is positive, fiery, contentious and dangerous and relates to all kinds of accidents, explosions, military, fiery, war-like matters and persons, criminals, liars and evil doers are generally active during this period which is known as the HOUR of COURAGE, STRIFE and FIRE.

THIS HOUR is good for military men, surgeons, police authorities and all those whose occupation require the wearing of uniforms. It is favorable to carpenters, hardware dealers, machinists, structural iron workers, barbers, dentists and metal workers. During this period, stick to your work, take advantage of the increased vitality of this hour which heightens the ambitions and makes one courageous and resolute. The hour is especially good for all matters requiring courage, pluck, audacity and firmness. Criminal types of a violent, dangerous character are usually active during this period. Therefore, avoid quarrels and visiting dangerous places.

PEOPLE brought in contact with you during this hour are usually of medium size, with strong well-balanced bodies, sun-burned or dark complexions, dark eyes, red or dark hair and of a bold, courageous, argumentative or dictatorial nature. They frequently bear a mark or scar on the head or face, possess very little beard, a long nose, walk fast and a quite high-strung positive carriage.

ILLNESS brought to your attention during this hour will generally relate to tempers arising from anger or passion or to cuts, wounds, scars, burns, accidents, fevers, small pox and all complaints of an inflammatory nature.

CONVERSATION or LETTERS RECEIVED during this hour usually relate to quarrels, disputes, frauds, lies, fire, accidents, thieving, surgical operations, murders and all other matters ruled by this hour.

FOR ARTICLES LOST during this hour look WESTWARD but the chances of recovery are generally very slight.

SATURN

"The empire of Saturnus is gone by:  
Lord of the secret birth of things is he;  
Within the lap of earth, and in the depths  
Of the imagination dominates;  
And his are all things that eschew the light."  
— Schiller.

THE HOUR OF SATURN is deceitful and treacherous in all matters of a world nature. It usually inclines one to be serious, conservative, cautious and attentive to business. It relates to labor, real estate, agriculture, sickness, grief, death, dull metals, crimes, old or dirty places, cellars, sewers and people connected with such things. It is known as the HOUR of POVERTY, MISERY and DESPAIR.

THIS HOUR is good to buy or sell real estate, to close leases or houses, land or buildings, to buy grain of all kinds, to deal with coal dealers, landlords, real estate agents, farmers, miners, excavators, masons, harness makers, shoemakers, leather dealers, plumbers and elderly or very conservative people.

PEOPLE brought in contact with you during this period are usually lean of body, fairly tall and usually stoop as they walk or stand. They possess dull complexions, small eyes, with dark circles beneath them, heavy eyebrows, bad or artificial teeth and are frequently melancholy and down-casted or in trouble.

ILLNESS brought to your attention during this hour will usually be of a chronic or acute character, such as—tuberculosis, rheumatism, gout, dropsy, prolonged colds, broken bones, bad falls, toothache or ear and spleen complaints.

CONVERSATION or LETTERS RECEIVED during this hour generally refer to land, property, agriculture, sickness, death, broken bones, aged people, treachery, fear or things of an unclean nature.

FOR ARTICLES LOST during this hour, look SOUTHWEST and you may find them if your month, week and day values are all favorable, (see Part No. 1), but it will generally be sometime before they are recovered.

TABLE OF BIRTH DATE VALUES

Day	Jan.	Feb.	Mar.	Apr.	May	Jun.
1.....	10-11	11-12	12-11	1-12	2-12	3-11
2.....	10-12	11-13	12-12	1-13	2-13	3-12
3.....	10-13	11-14	12-13	1-14	2-14	3-13
4.....	10-14	11-15	12-14	1-15	2-15	3-14
5.....	10-15	11-16	12-15	1-16	2-16	3-15
6.....	10-16	11-17	12-16	1-17	2-17	3-16
7.....	10-17	11-18	12-17	1-18	2-18	3-17
8.....	10-18	11-19	12-18	1-19	2-19	3-18
9.....	10-19	11-20	12-19	1-20	2-20	3-19
10.....	10-20	11-21	12-20	1-21	2-21	3-20
11.....	10-21	11-22	12-21	1-22	2-22	3-21
12.....	10-22	11-23	12-22	1-23	2-23	3-22
13.....	10-23	11-24	12-23	1-24	2-24	3-23
14.....	10-24	11-25	12-24	1-25	2-25	3-24
15.....	10-25	11-26	12-25	1-26	2-26	3-25
16.....	10-26	11-27	12-26	1-27	2-27	3-26
17.....	10-27	11-28	12-27	1-28	2-28	3-27
18.....	10-28	11-29	12-28	1-29	2-29	3-28
19.....	10-29	11-30	12-29	1-30	2-30	3-29
20.....	10-30	12-1	12-30	2-1	3-1	3-30
21.....	11-1	12-2	1-1	2-2	3-1	4-1
22.....	11-2	12-3	1-2	2-3	3-2	4-1
23.....	11-3	12-4	1-3	2-4	3-3	4-2
24.....	11-4	12-5	1-4	2-5	3-4	4-3
25.....	11-5	12-6	1-5	2-6	3-5	4-4
26.....	11-6	12-7	1-6	2-7	3-6	4-5
27.....	11-7	12-8	1-7	2-8	3-7	4-6
28.....	11-8	12-9	1-8	2-9	3-8	4-7
29.....	11-9	12-10	1-9	2-10	3-9	4-8
30.....	11-10	No Day	1-10	2-11	3-10	4-9
31.....	11-11	No Day	1-11	No Day	3-10	No Day

TABLE OF BIRTH DATE VALUES

Day	July	Aug.	Sept.	Oct.	Nov.	Dec.
1.....	4-10	5-9	6-9	7-9	8-10	9-10
2.....	4-11	5-10	6-10	7-10	8-11	9-11
3.....	4-12	5-11	6-11	7-11	8-12	9-12
4.....	4-13	5-12	6-12	7-12	8-13	9-13
5.....	4-14	5-13	6-13	7-13	8-14	9-14
6.....	4-15	5-14	6-14	7-14	8-15	9-15
7.....	4-16	5-15	6-15	7-15	8-16	9-16
8.....	4-17	5-16	6-16	7-16	8-17	9-17
9.....	4-18	5-17	6-17	7-17	8-18	9-18
10.....	4-19	5-18	6-18	7-18	8-19	9-19
11.....	4-20	5-19	6-19	7-19	8-20	9-20
12.....	4-21	5-20	6-20	7-20	8-21	9-21
13.....	4-22	5-21	6-21	7-21	8-22	9-22
14.....	4-23	5-22	6-22	7-22	8-23	9-23
15.....	4-24	5-23	6-23	7-23	8-24	9-24
16.....	4-25	5-24	6-24	7-24	8-25	9-25
17.....	4-26	5-25	6-25	7-25	8-26	9-26
18.....	4-27	5-26	6-26	7-26	8-27	9-27
19.....	4-28	5-27	6-27	7-27	8-28	9-28
20.....	4-29	5-28	6-28	7-28	8-29	9-29
21.....	4-30	5-29	6-29	7-29	8-30	9-30
22.....	5-1	5-30	6-30	7-30	9-1	10-1
23.....	5-1	6-1	7-1	8-1	9-2	10-2
24.....	5-2	6-2	7-2	8-2	9-3	10-3
25.....	5-3	6-3	7-3	8-3	9-4	10-4
26.....	5-4	6-4	7-4	8-4	9-5	10-5
27.....	5-5	6-5	7-5	8-5	9-6	10-6
28.....	5-6	6-6	7-6	8-6	9-7	10-7
29.....	5-7	6-7	7-7	8-7	9-8	10-8
30.....	5-8	6-8	7-8	8-8	9-9	10-9
31.....	5-8	6-8	No Day	8-9	No Day	10-10